

FIG. 1

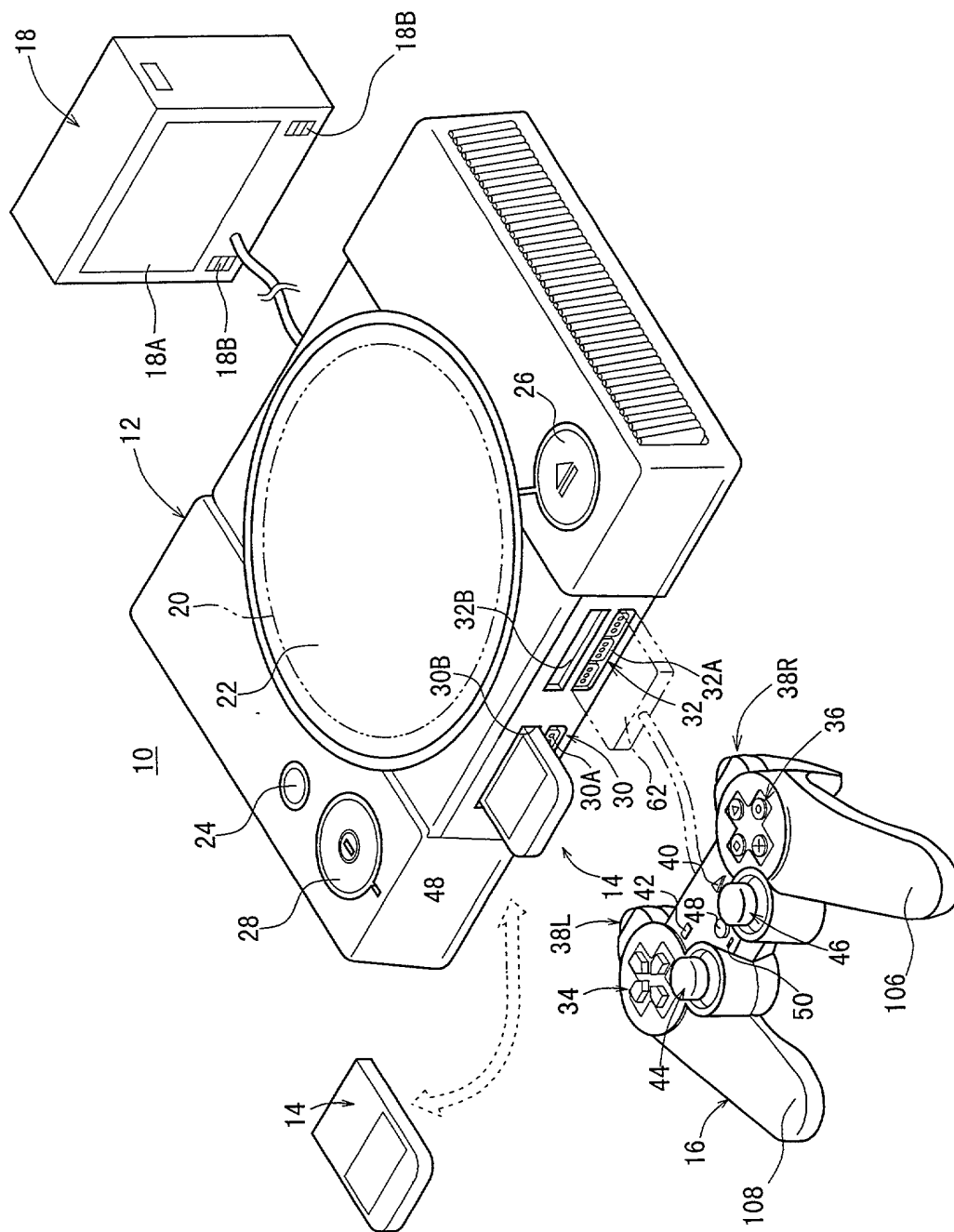
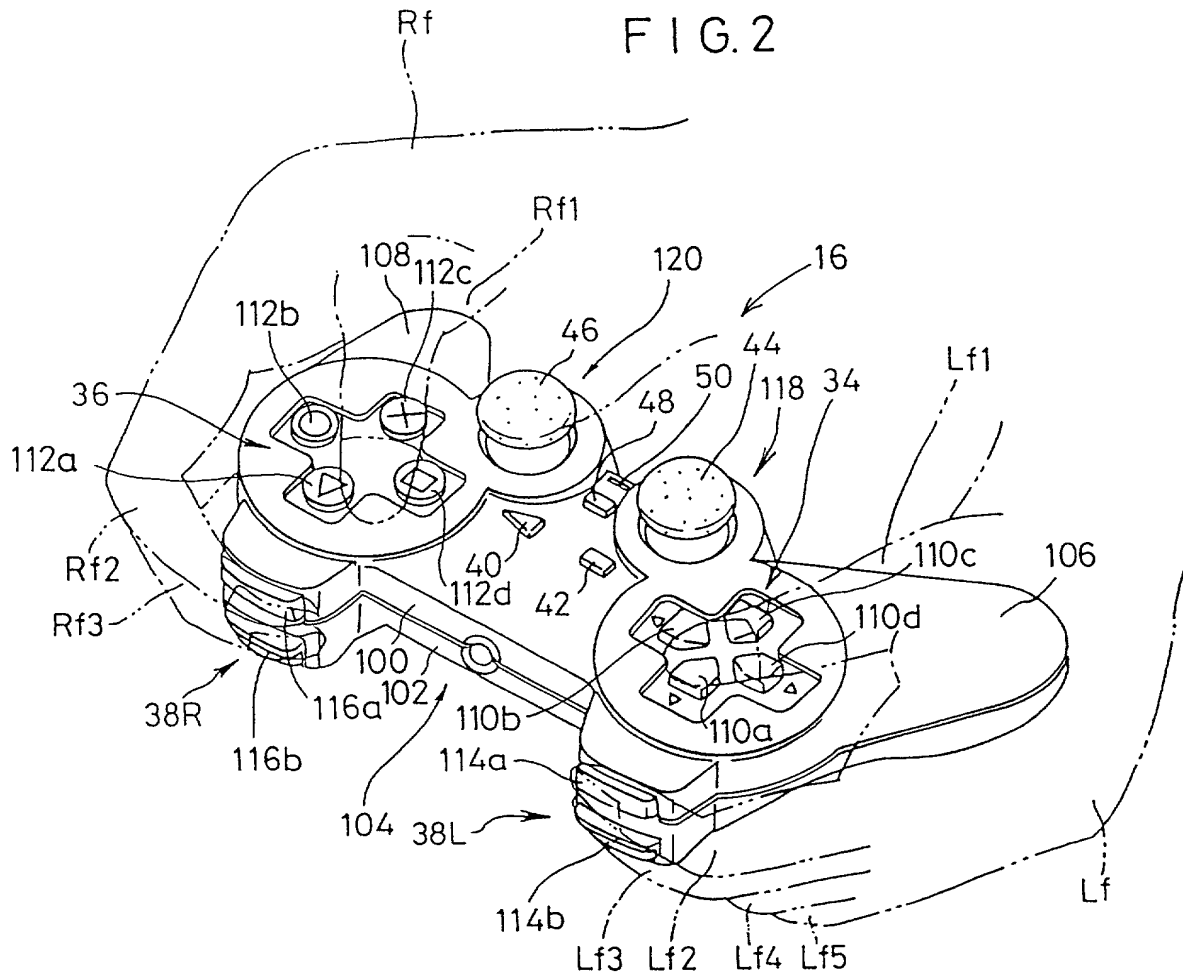
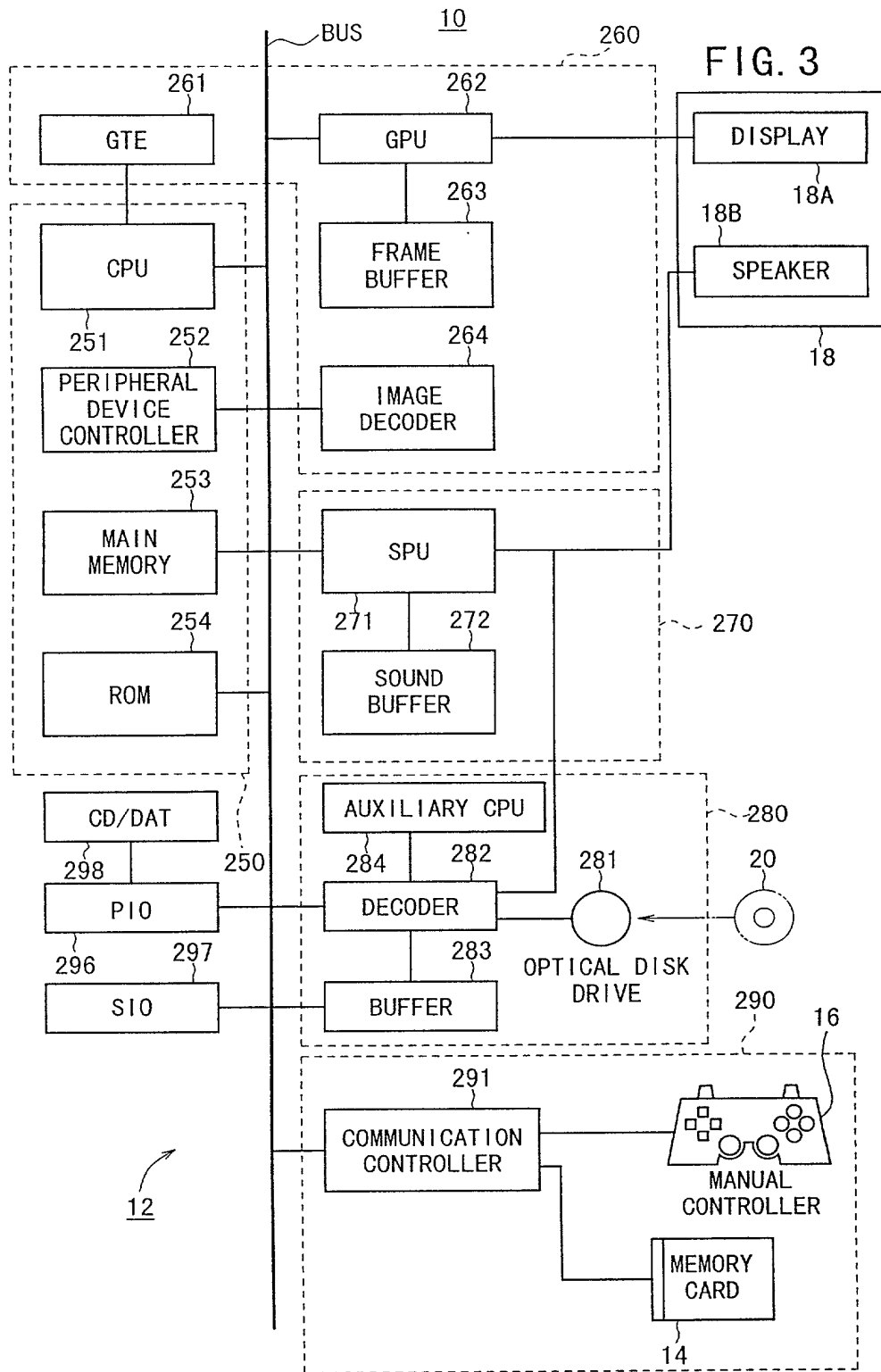


FIG. 2





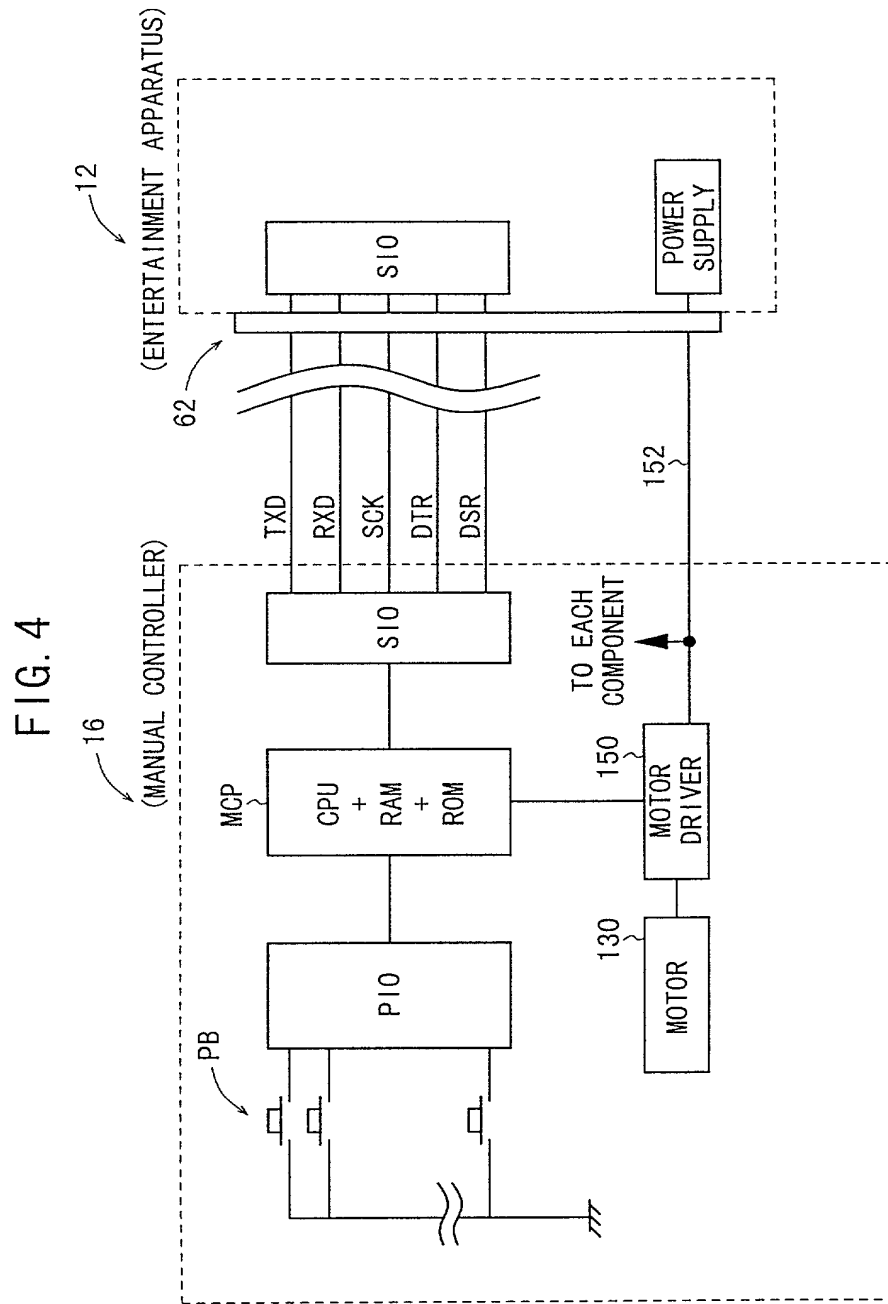


FIG. 5

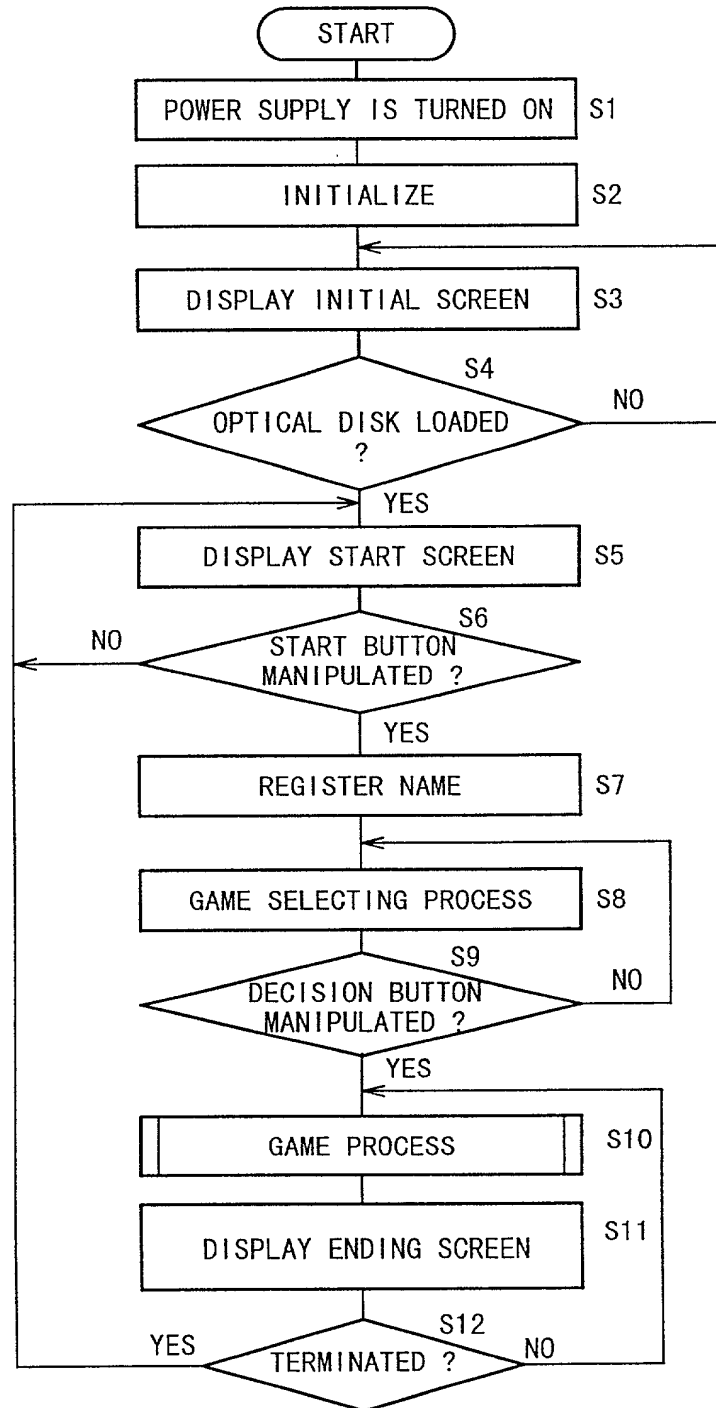


FIG. 6

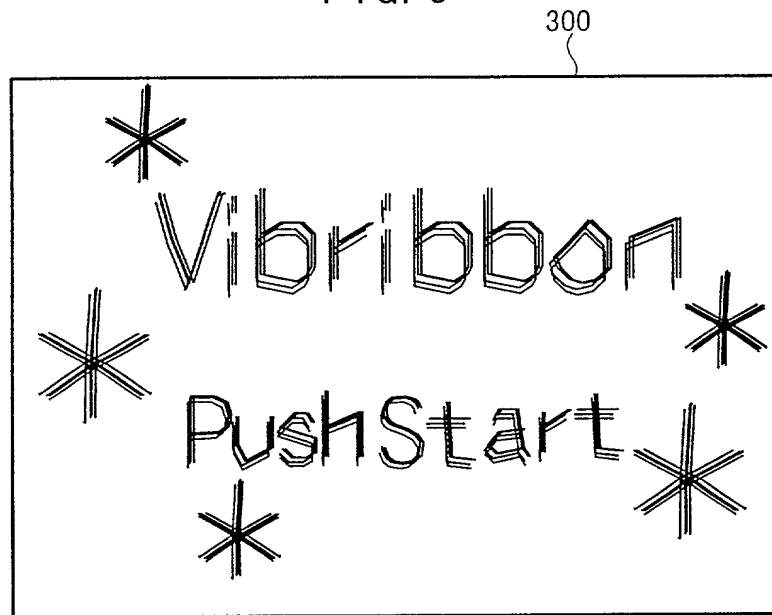


FIG. 7

302

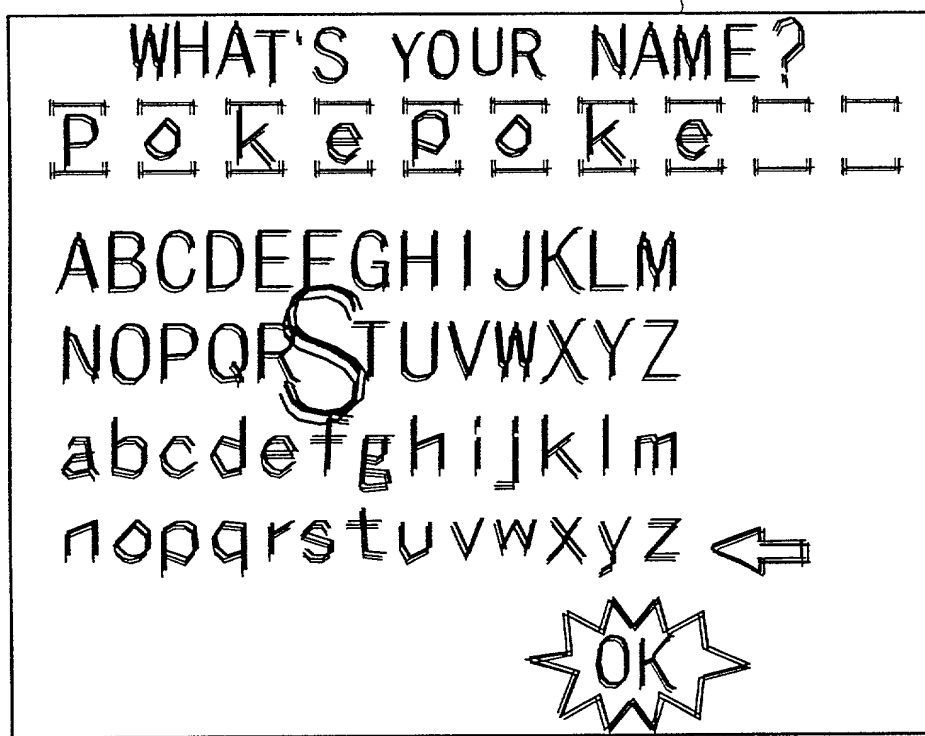


FIG. 8

304



308

306

FIXED

ADJUST

RANDOM

OPTION

GAME

EASY

NORMAL

HARD

SPEED

ENDLESS

FIG. 10

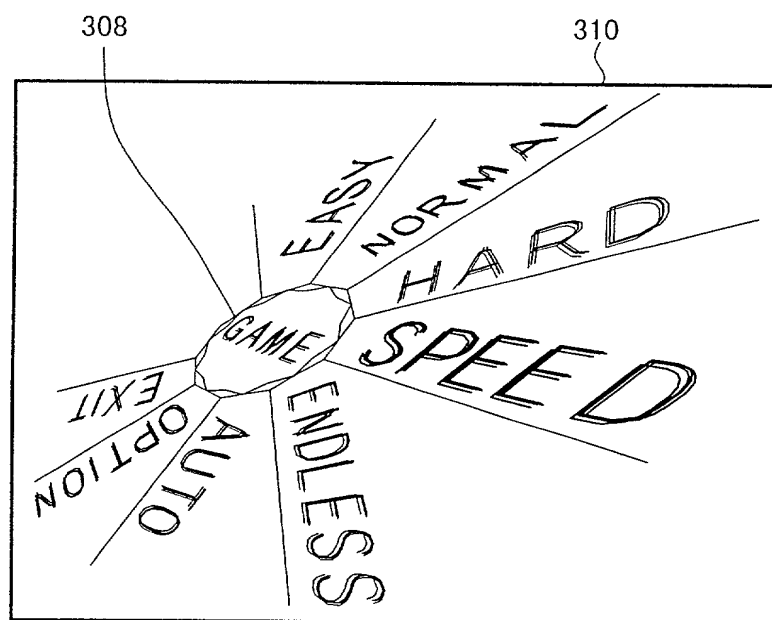
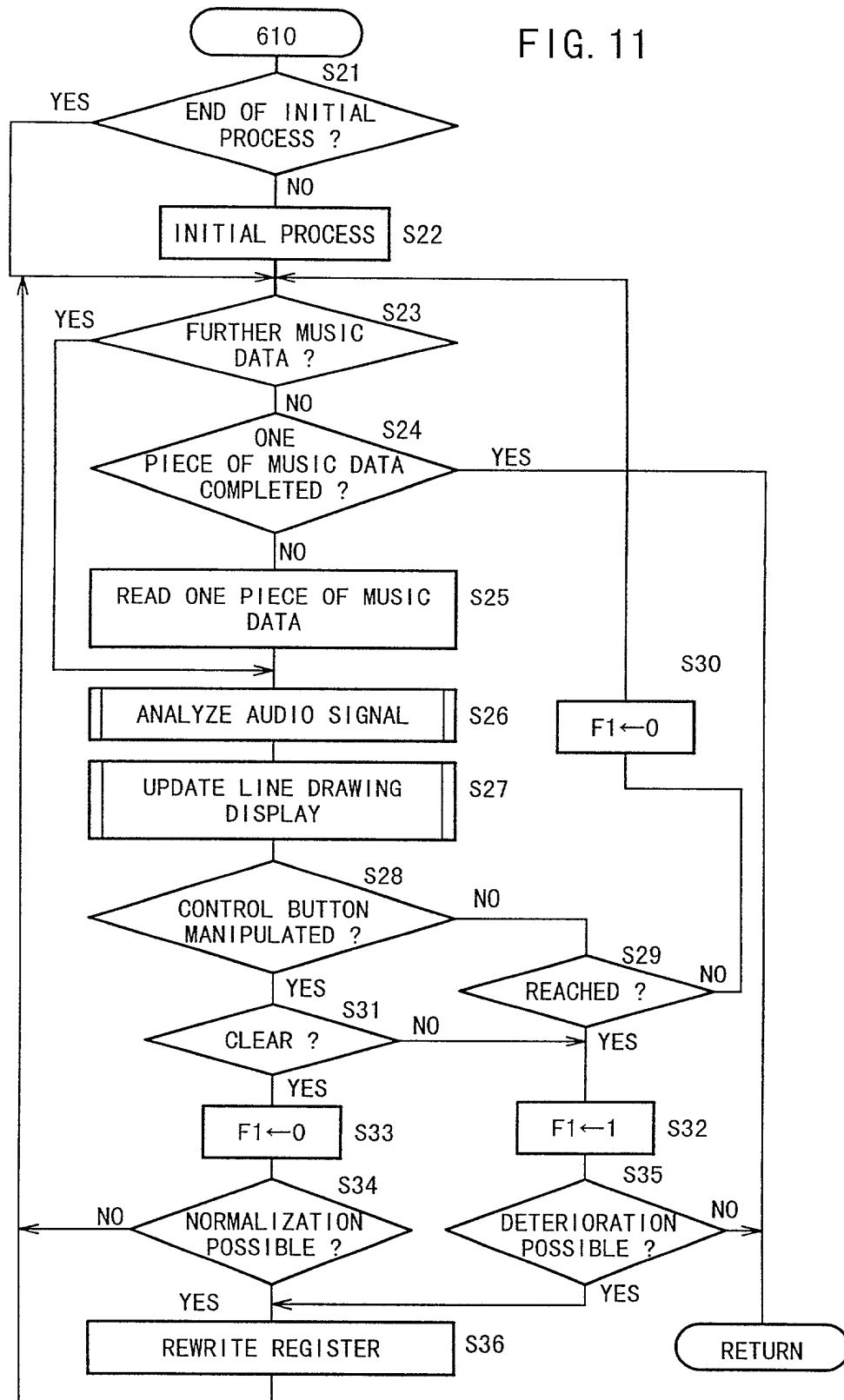


FIG. 11



F I G.12

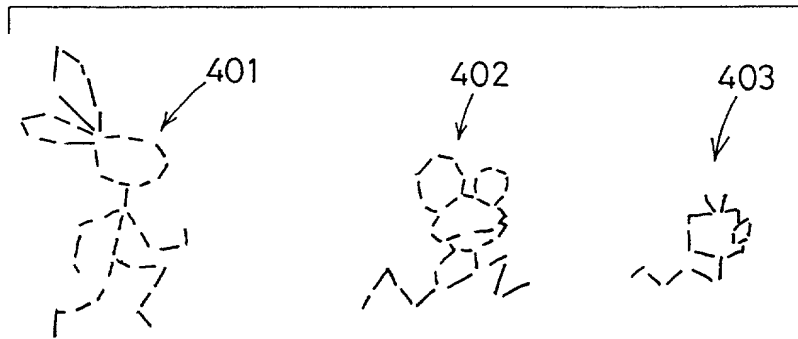


FIG. 13

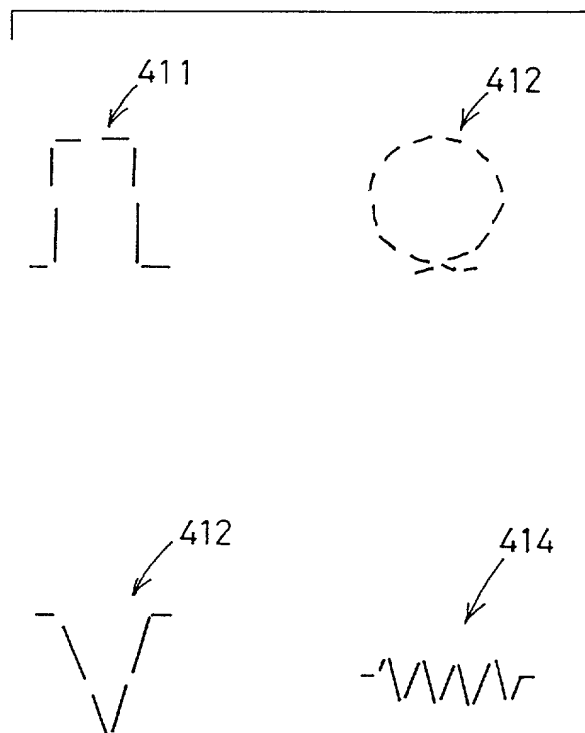


FIG.14

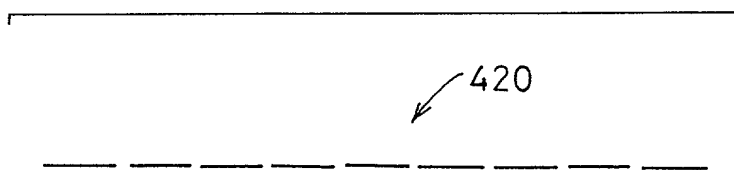


FIG. 15

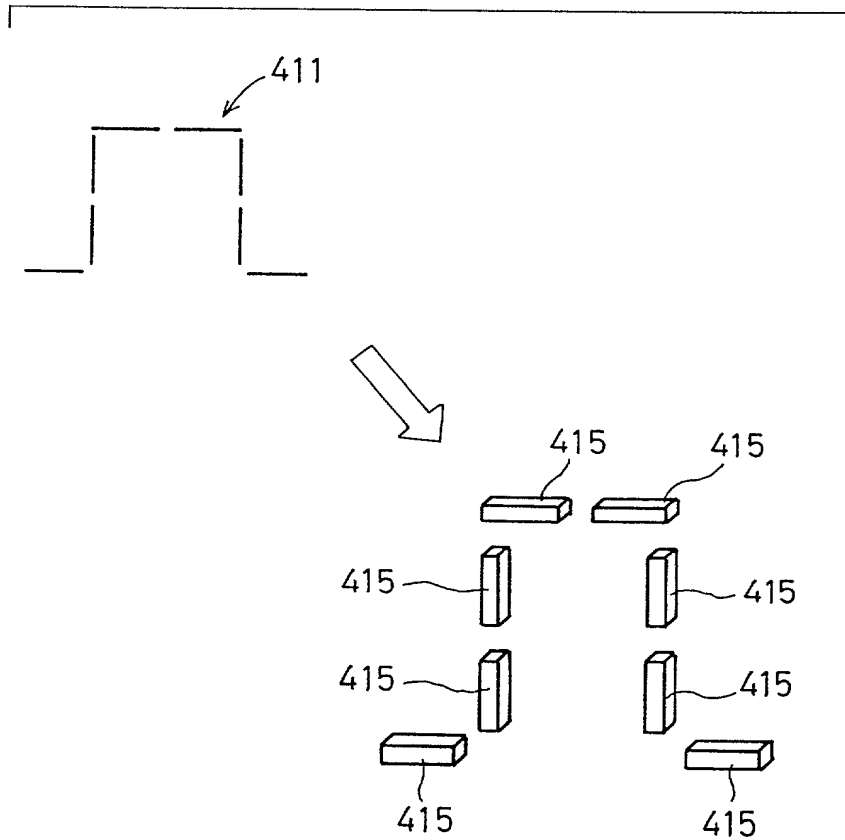


FIG. 16

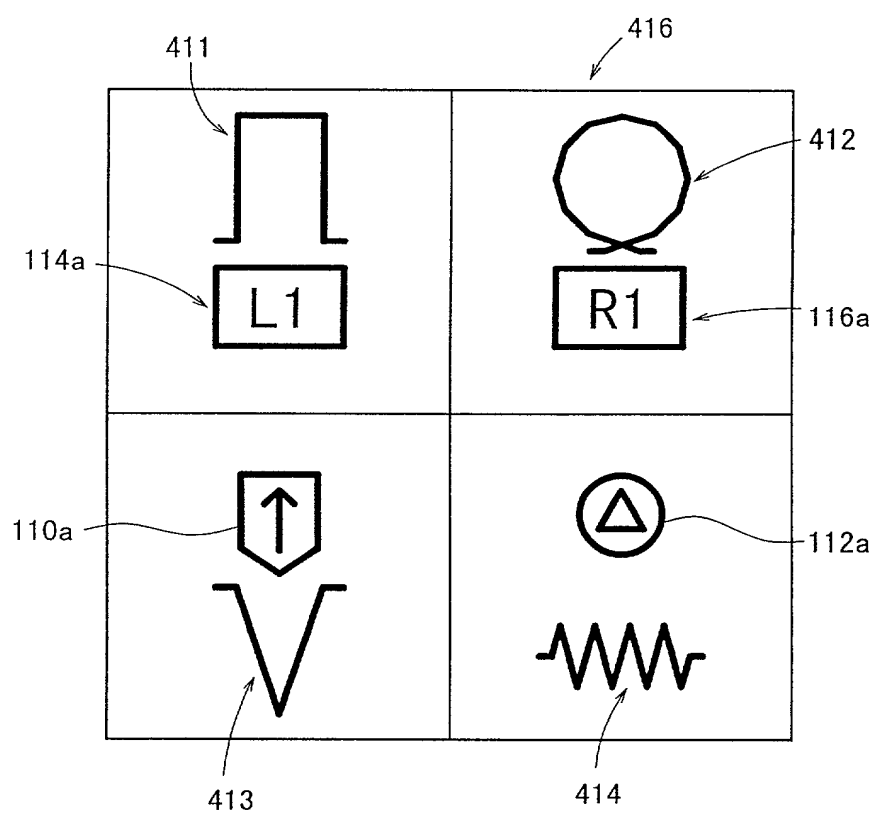


FIG. 17

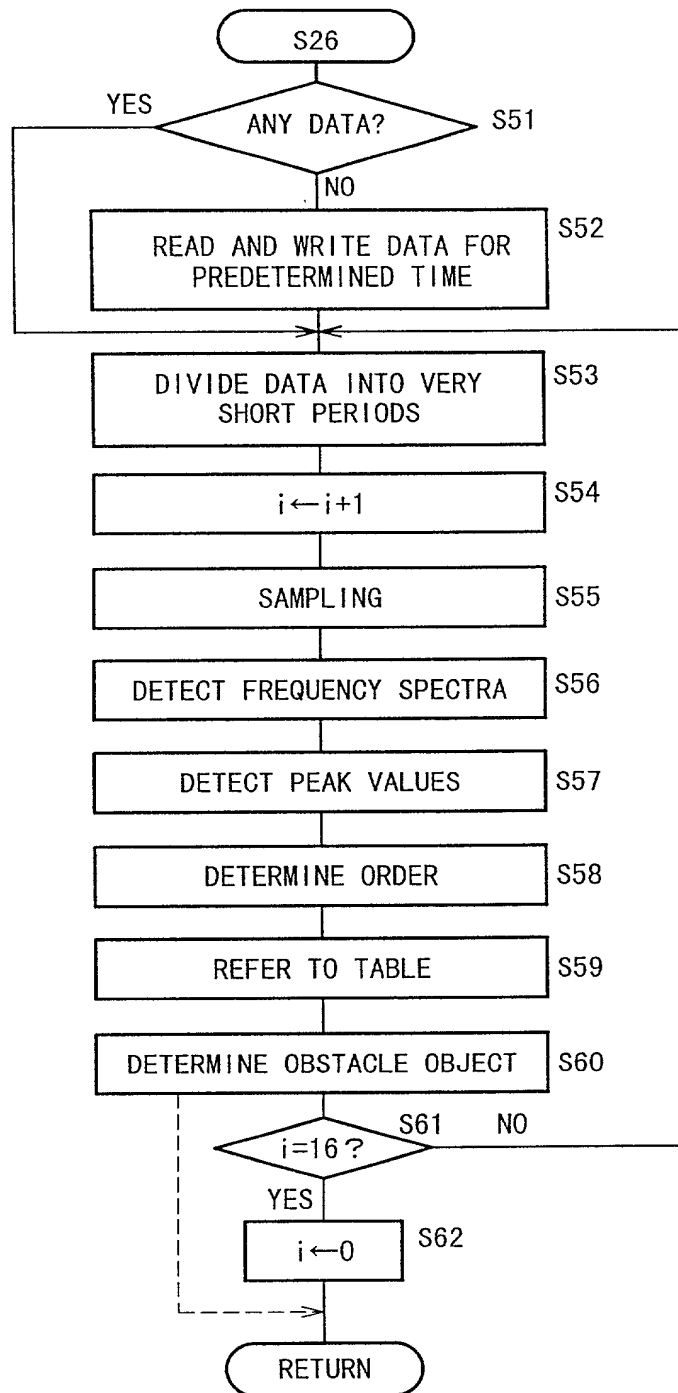


FIG. 18


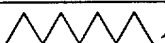
P		OBSTACLE OBJECT
$f_l < f_c$	$f_h > f_c$	
$f_{l1} \ f_{l2} \ f_{l3}$	$f_{h1} \ f_{h2} \ f_{h3}$	 411
\vdots	\vdots	\vdots
$f_{l3} \ f_{l2} \ f_{l1}$	$f_{h3} \ f_{h2} \ f_{h1}$	 414

FIG. 19





Q				OBSTACLE OBJECT	
+	+	+	+		411
					
-	-	-	-		414

FIG. 19

FIG. 20

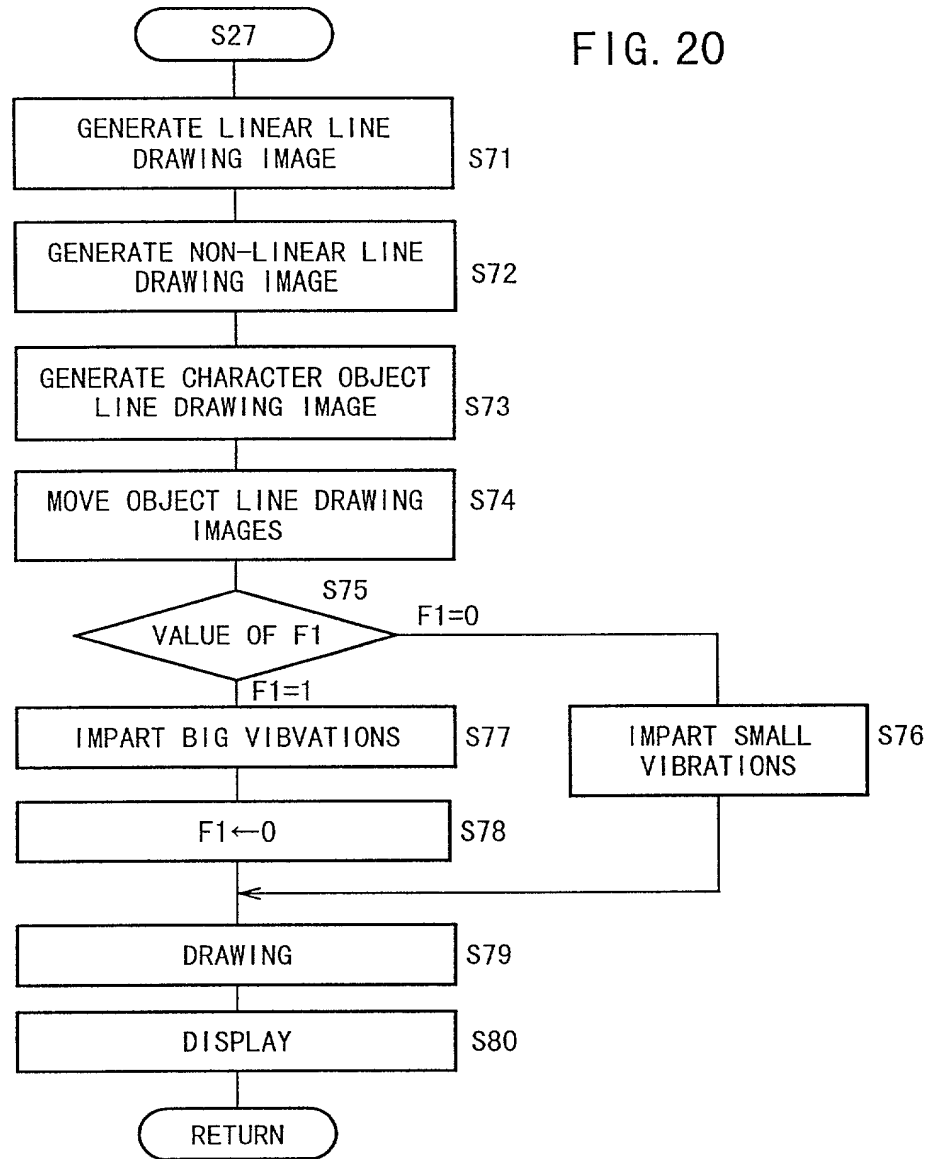


FIG. 21

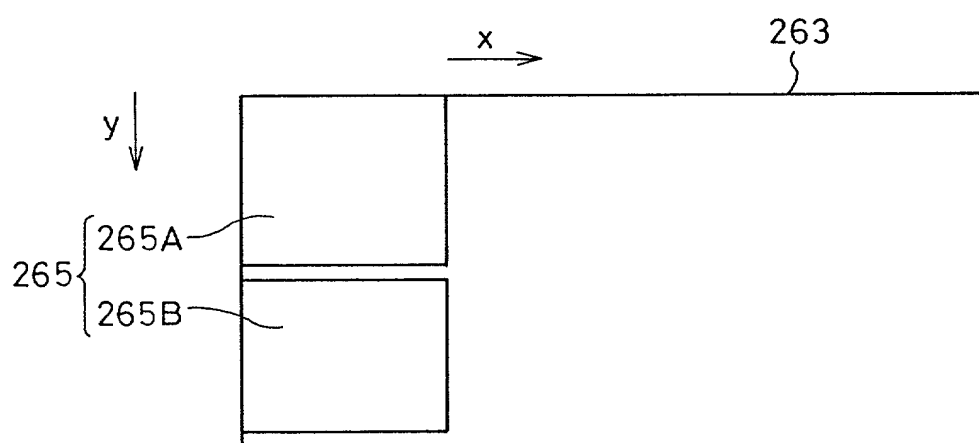


FIG. 22

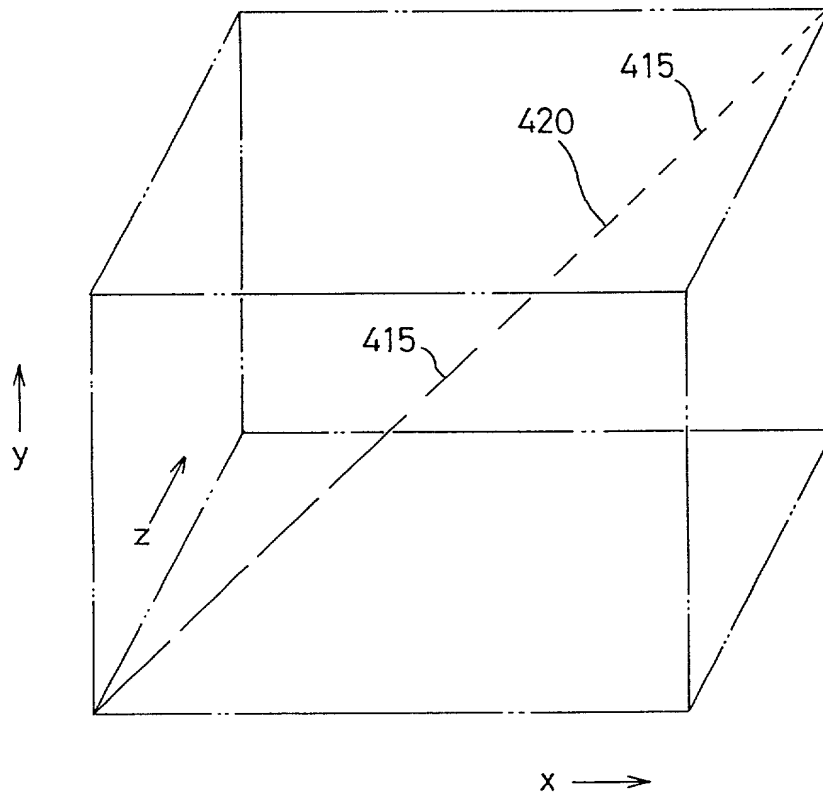


FIG. 23

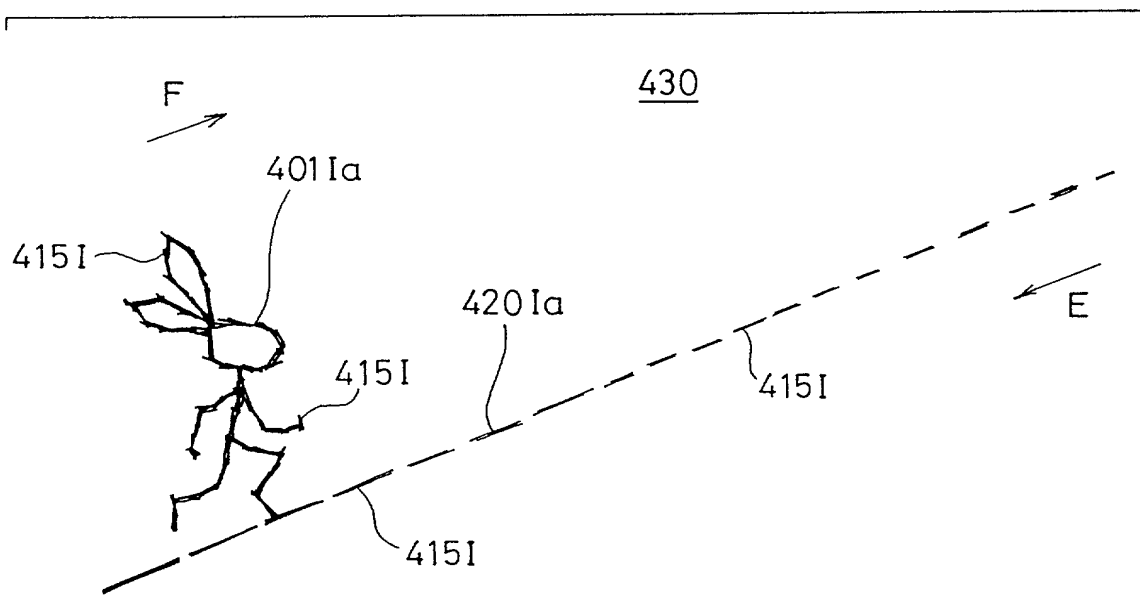


FIG. 24

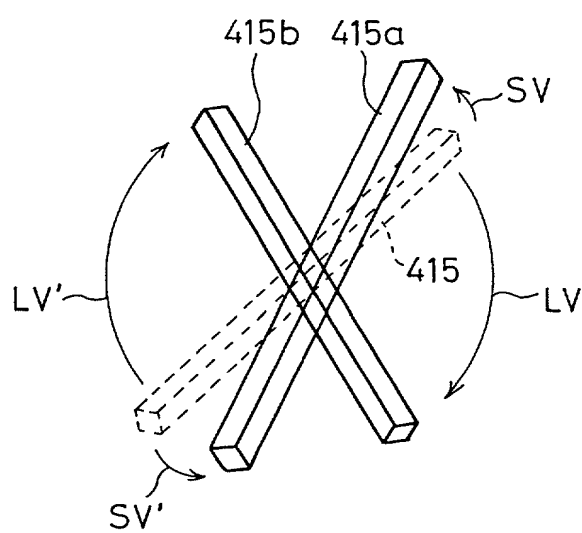


FIG. 25

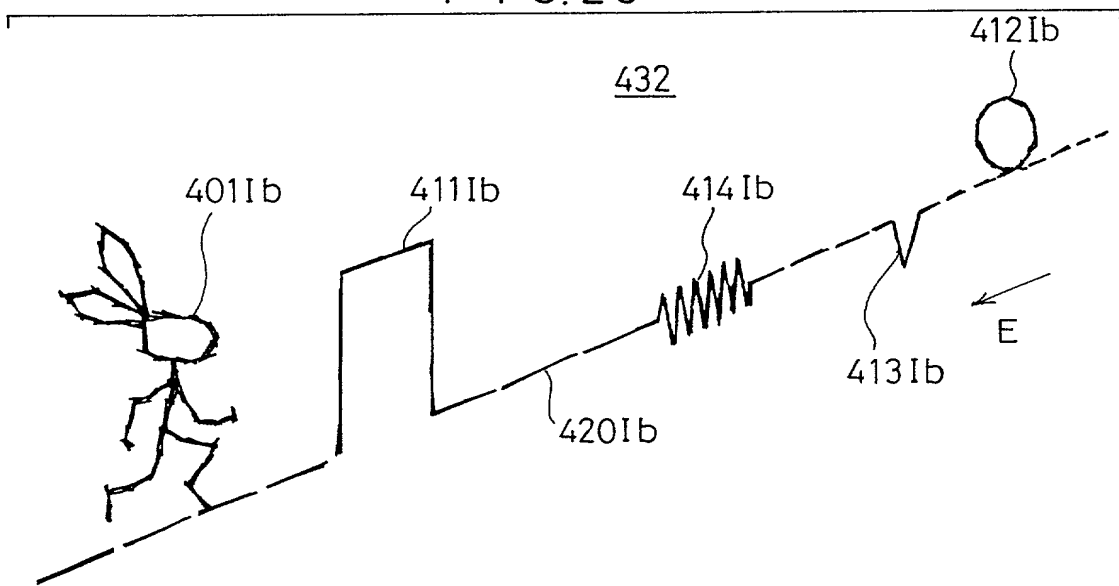


FIG. 25

FIG. 26

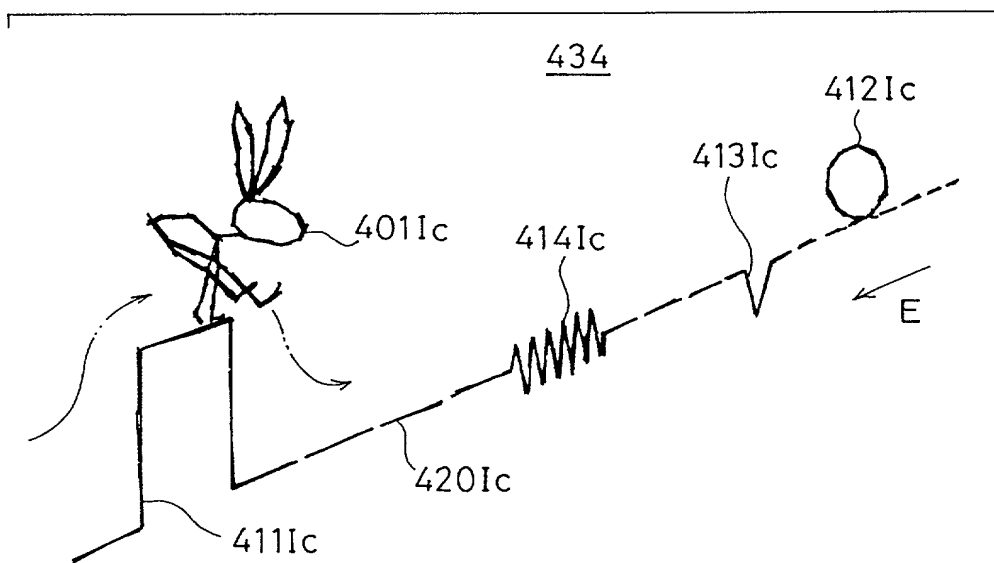


FIG. 27

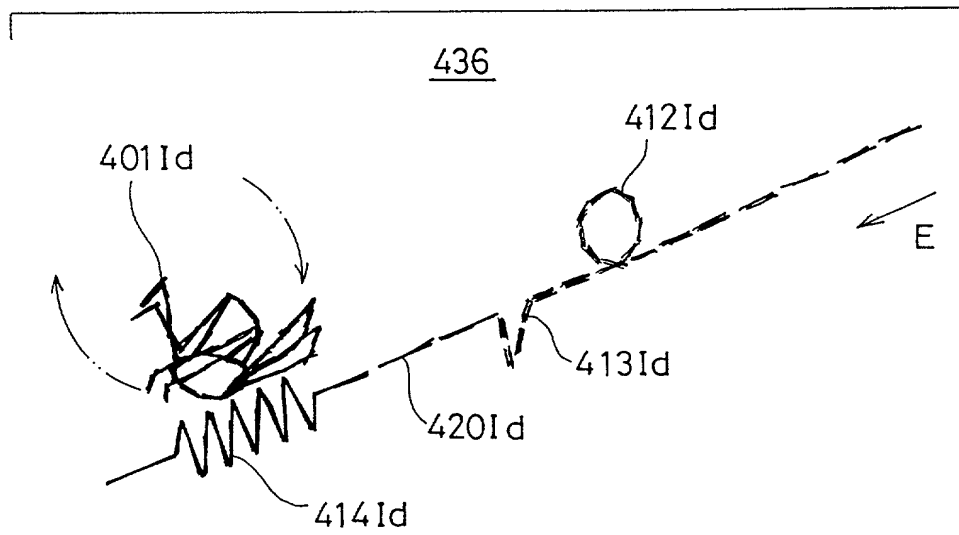
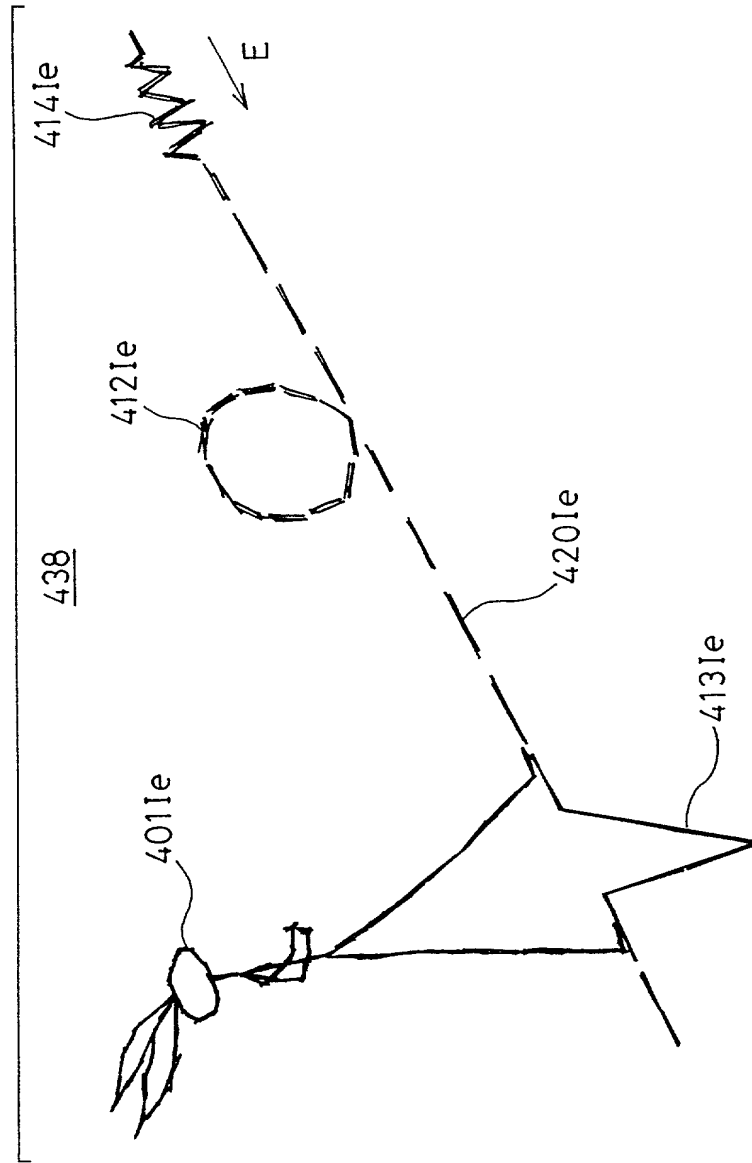


FIG. 28



F | G.29

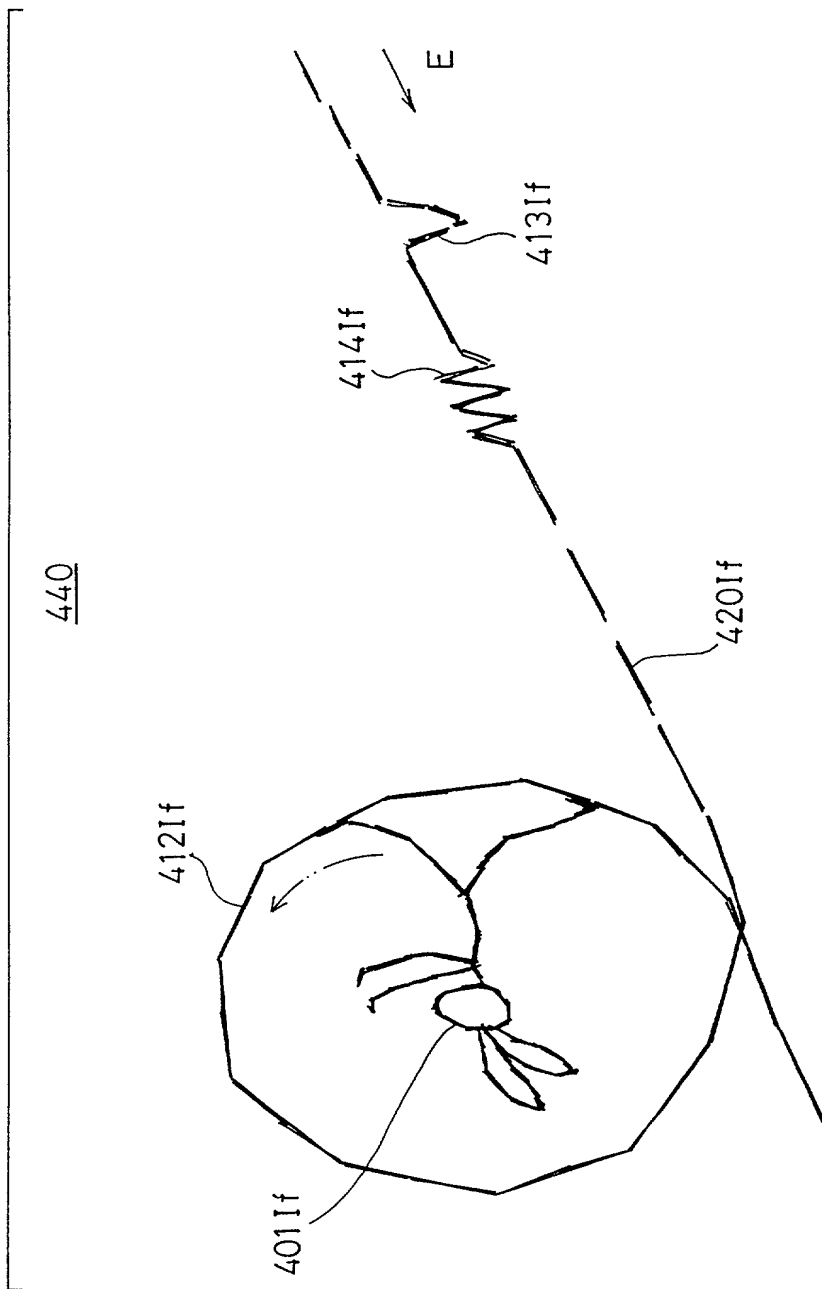


FIG. 30

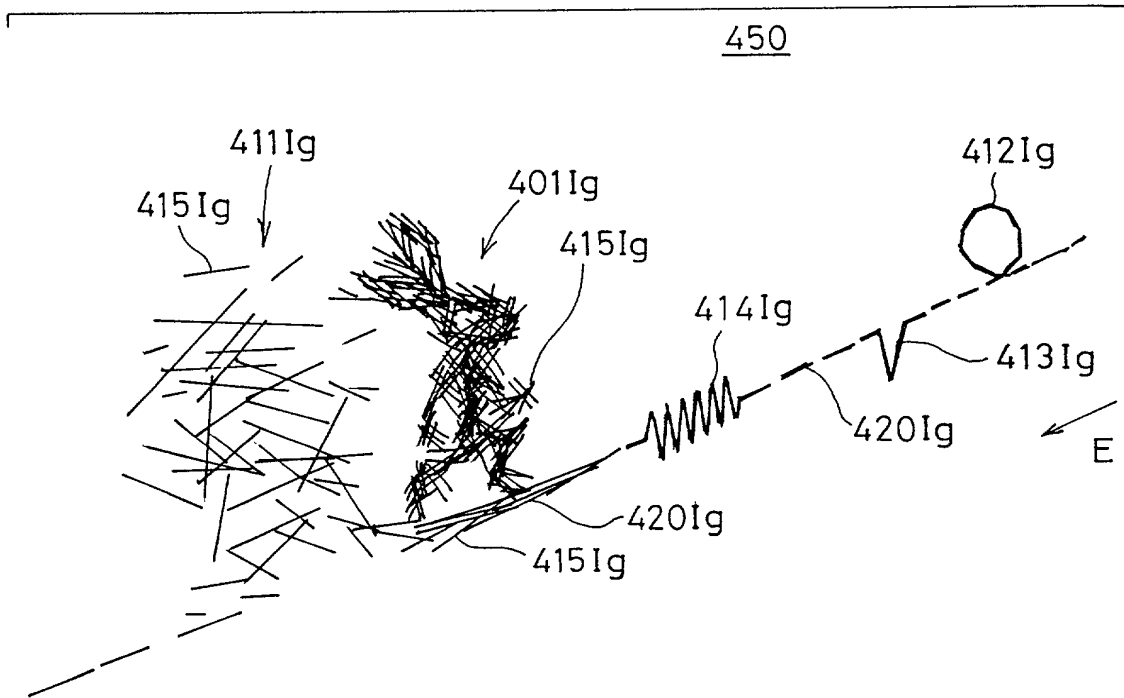


FIG. 31

452

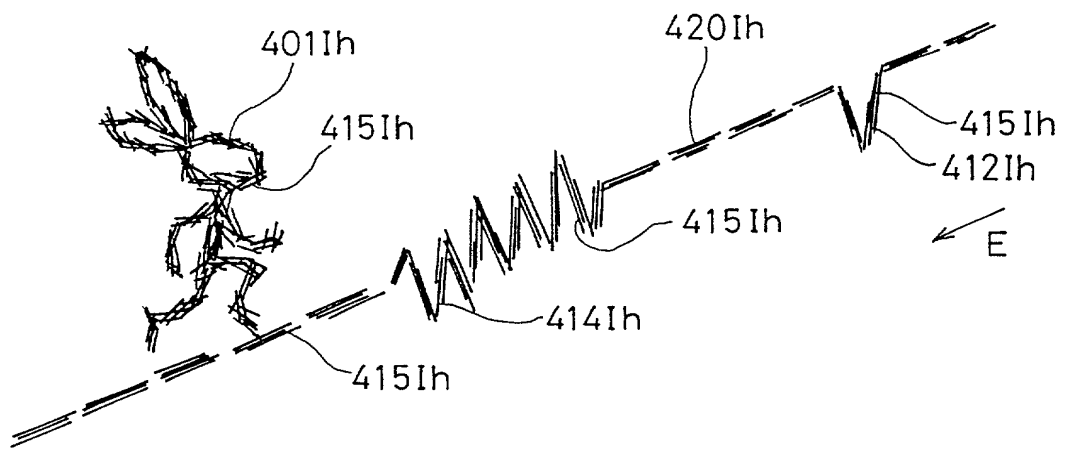


FIG. 32

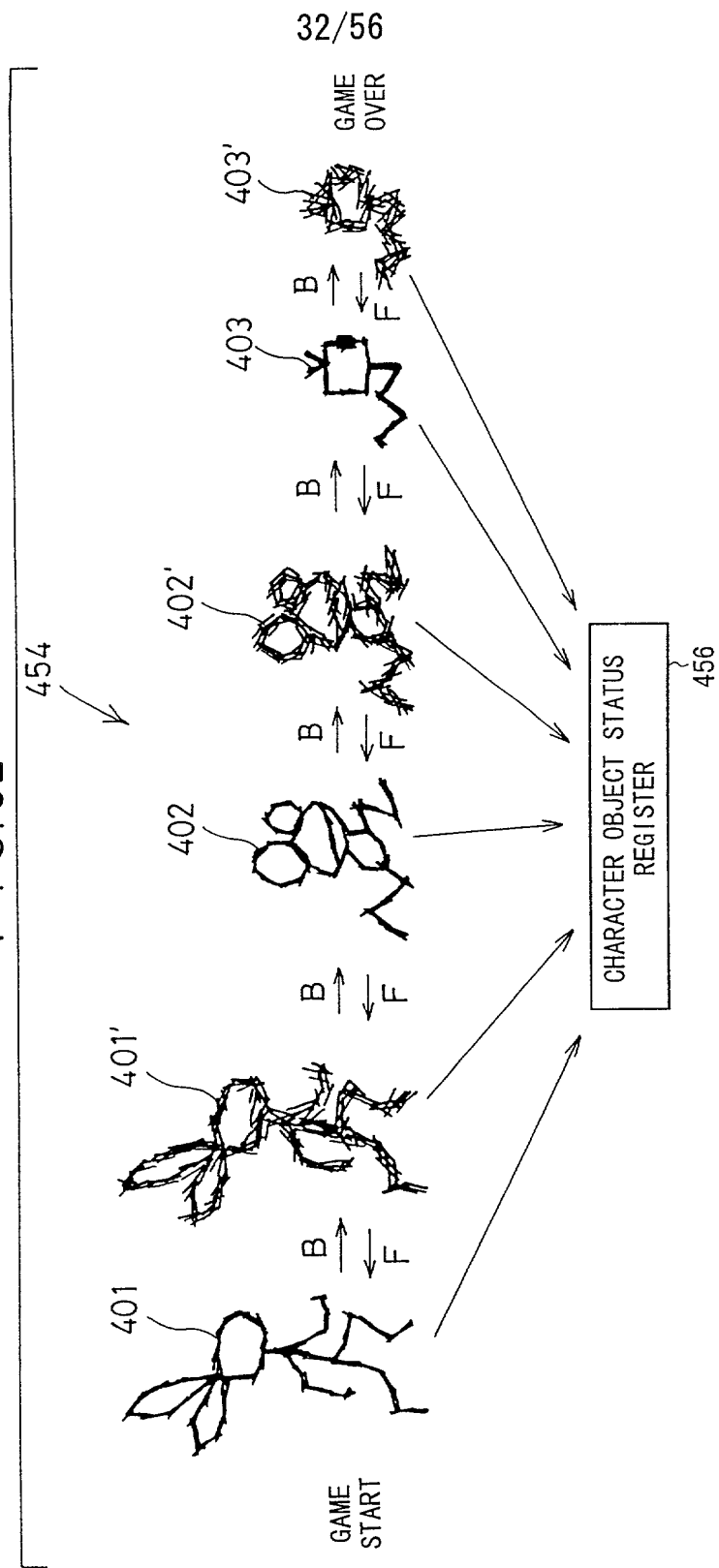


FIG. 34

458

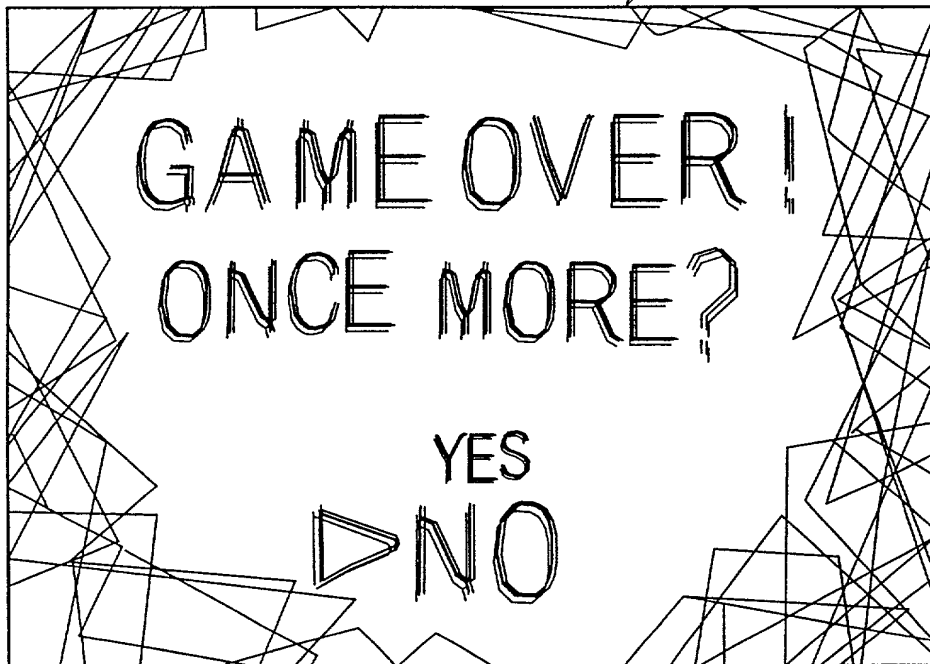


FIG. 36

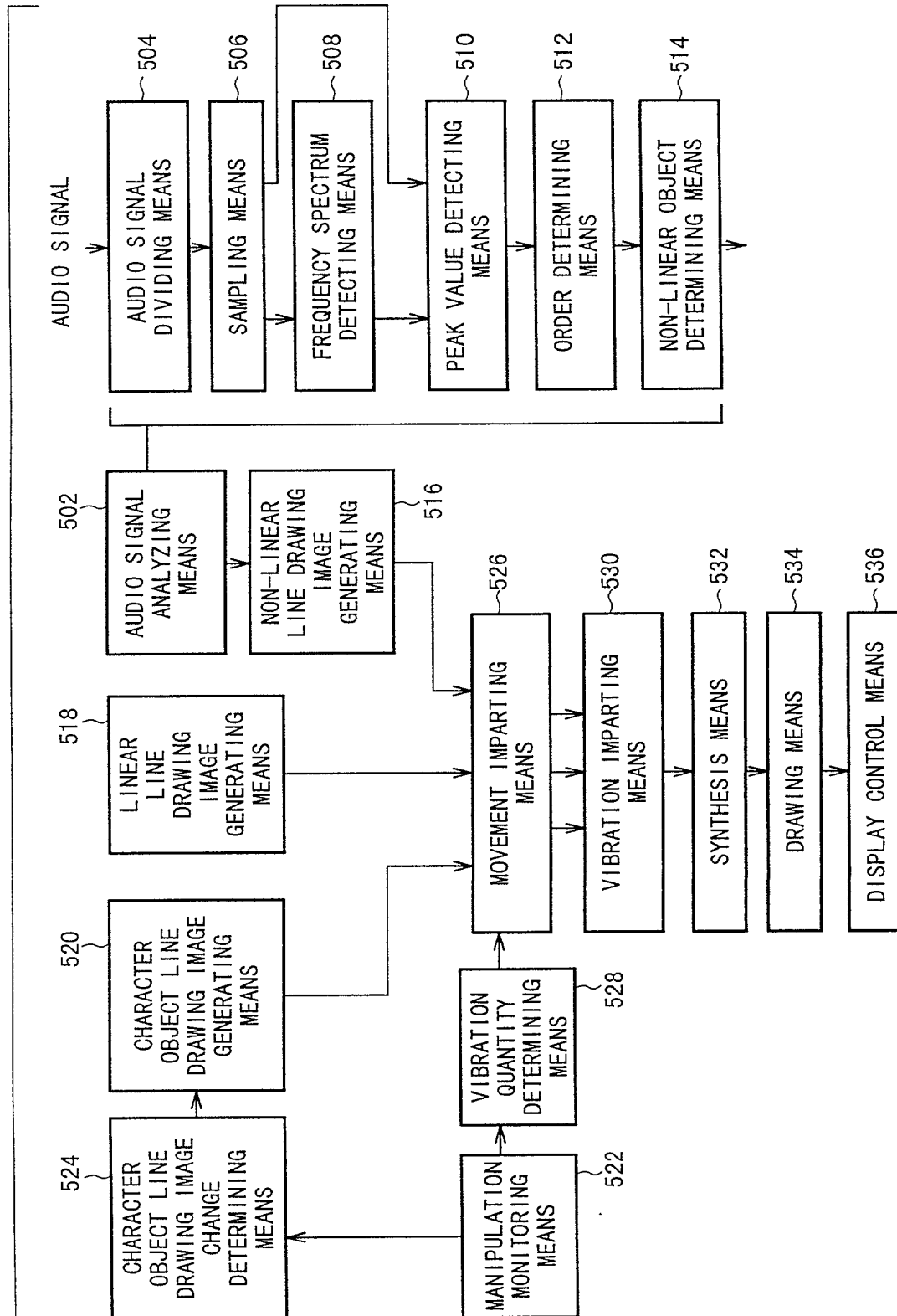
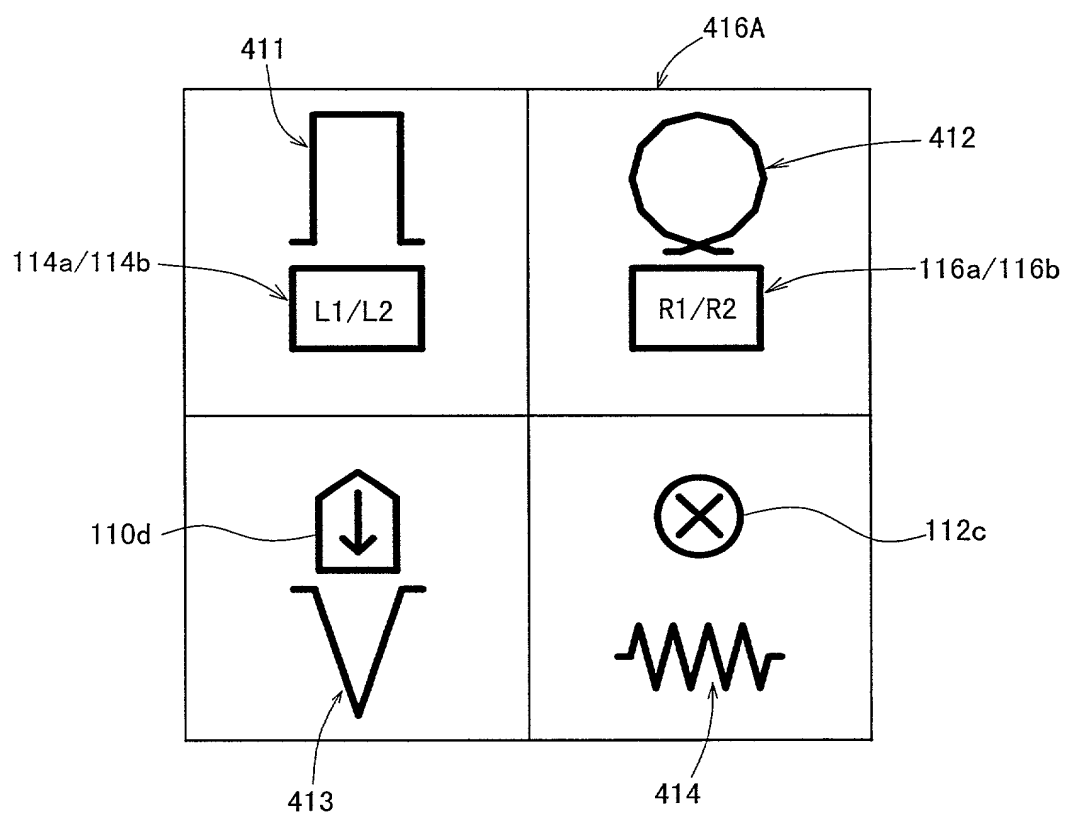


FIG. 37



F I G . 3 8

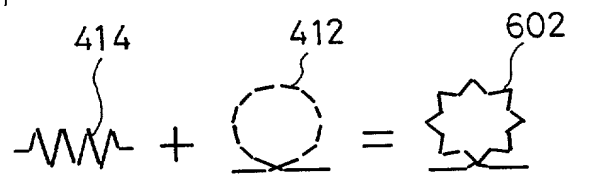


FIG. 39

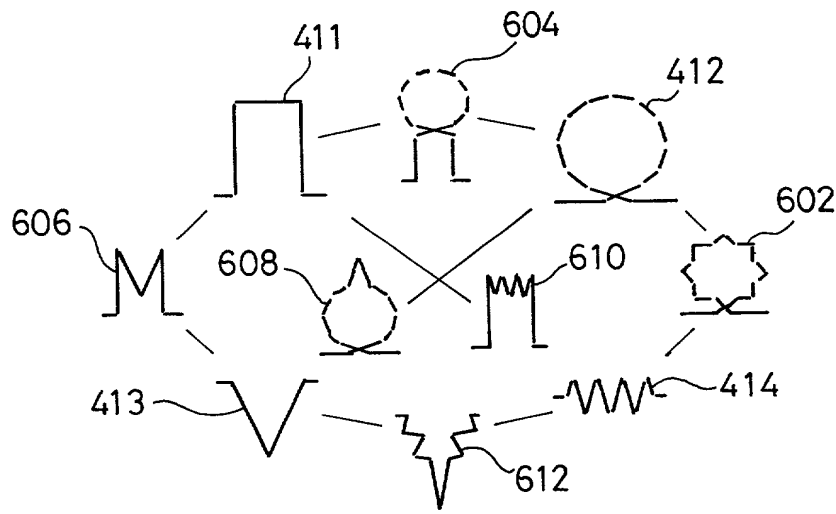


FIG. 40

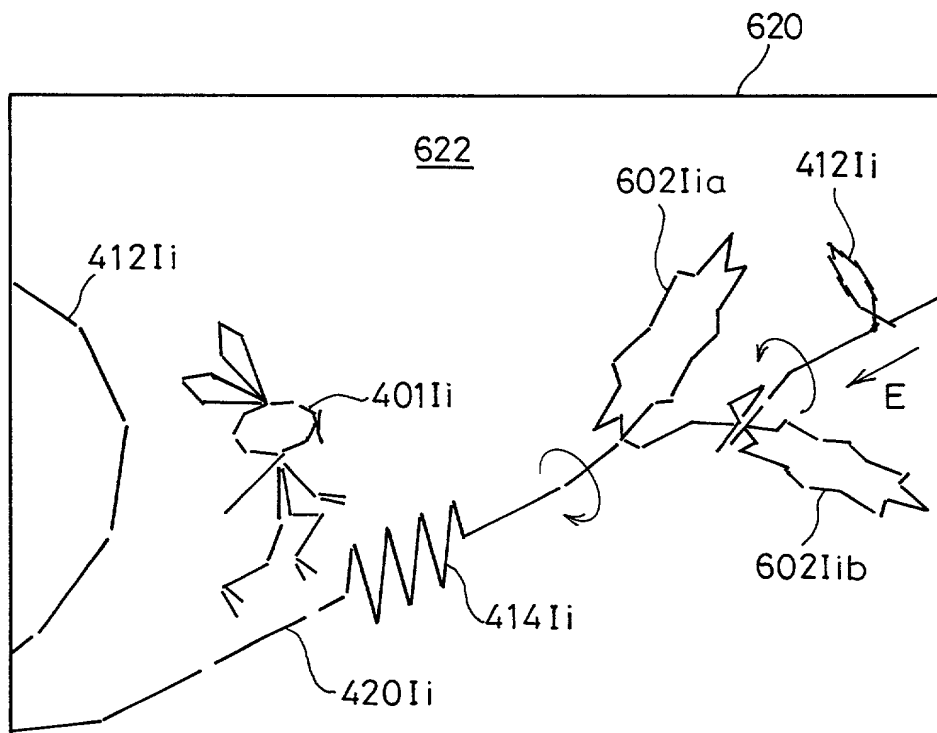


FIG. 41

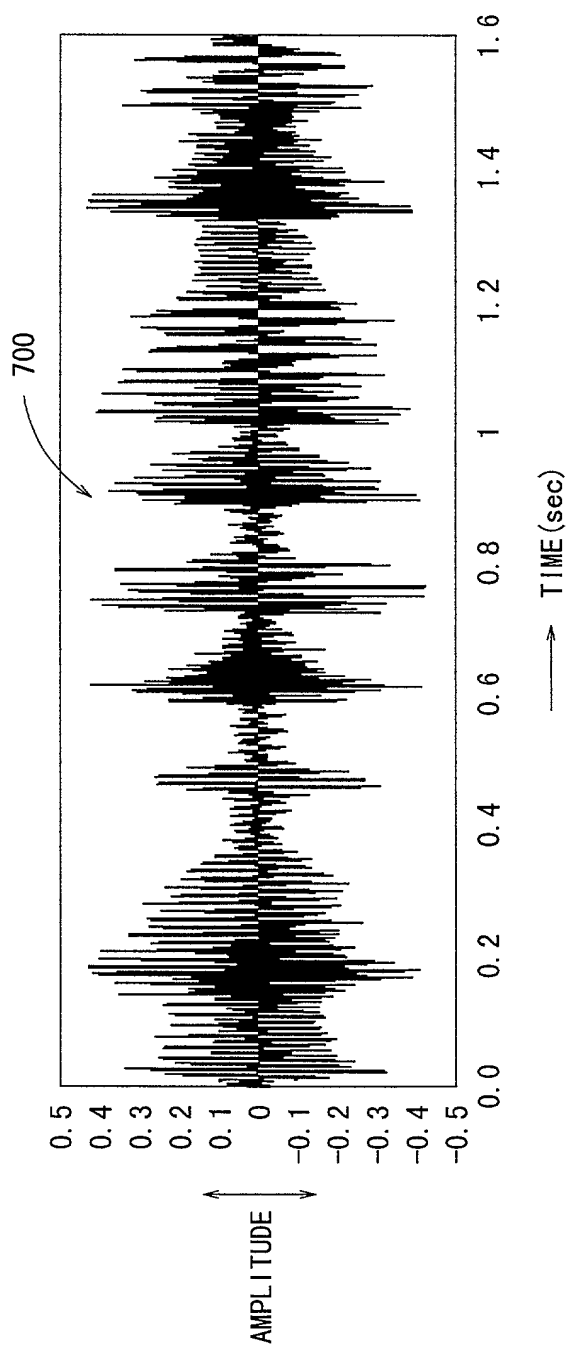
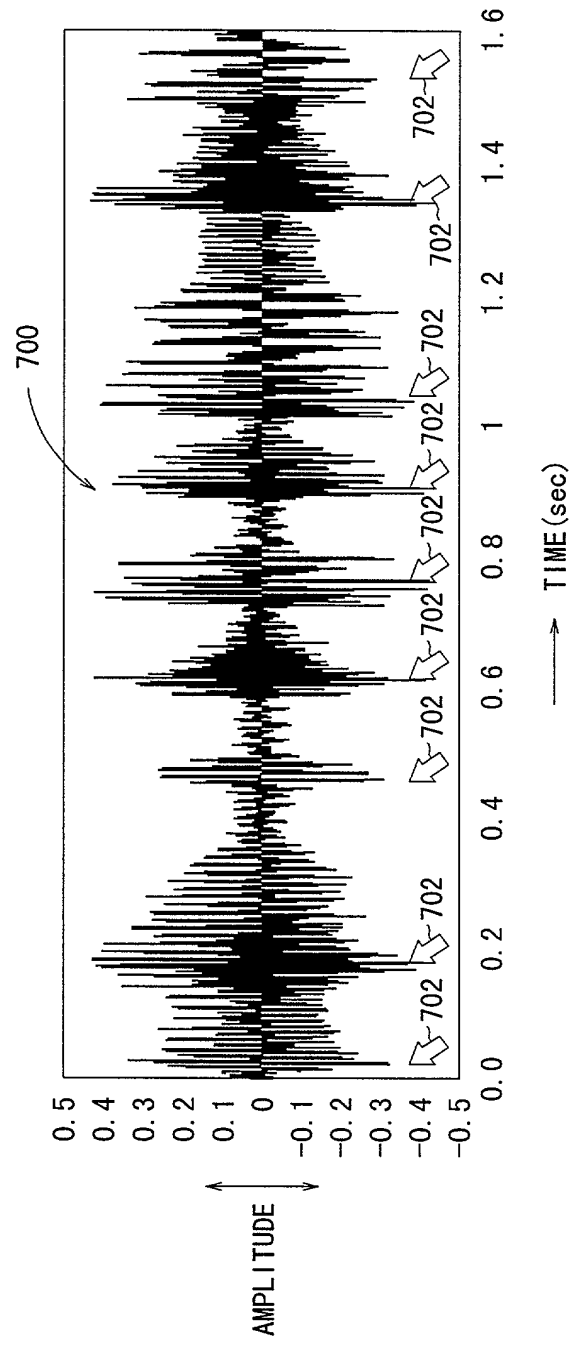


FIG. 42



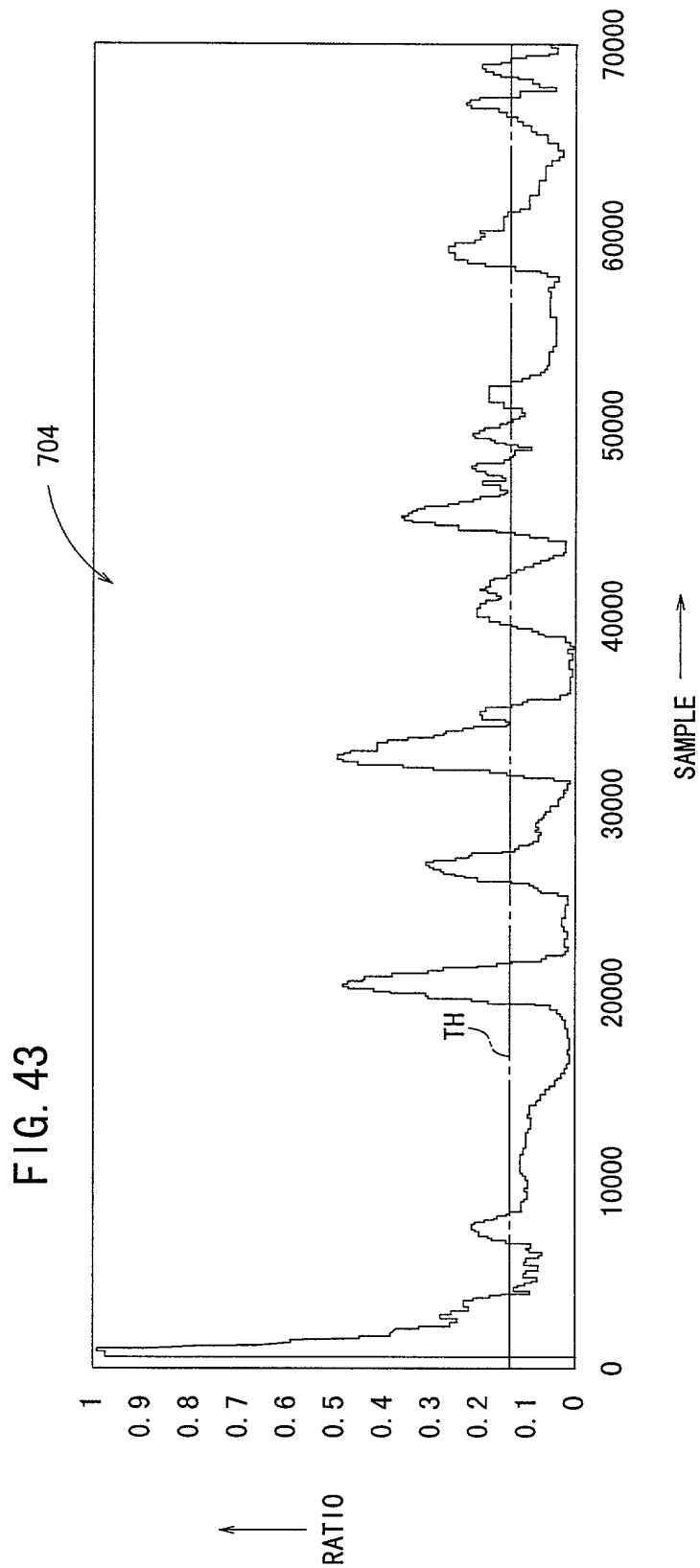


FIG. 44

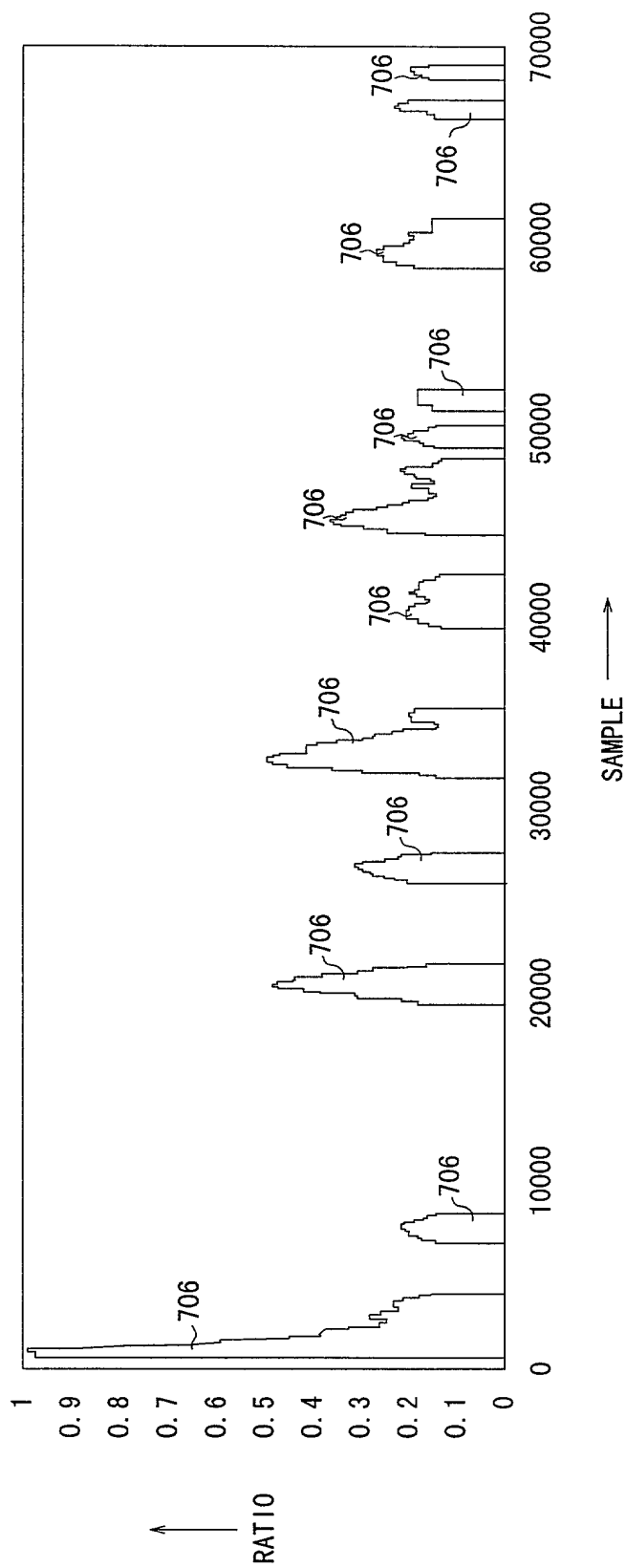


FIG. 45

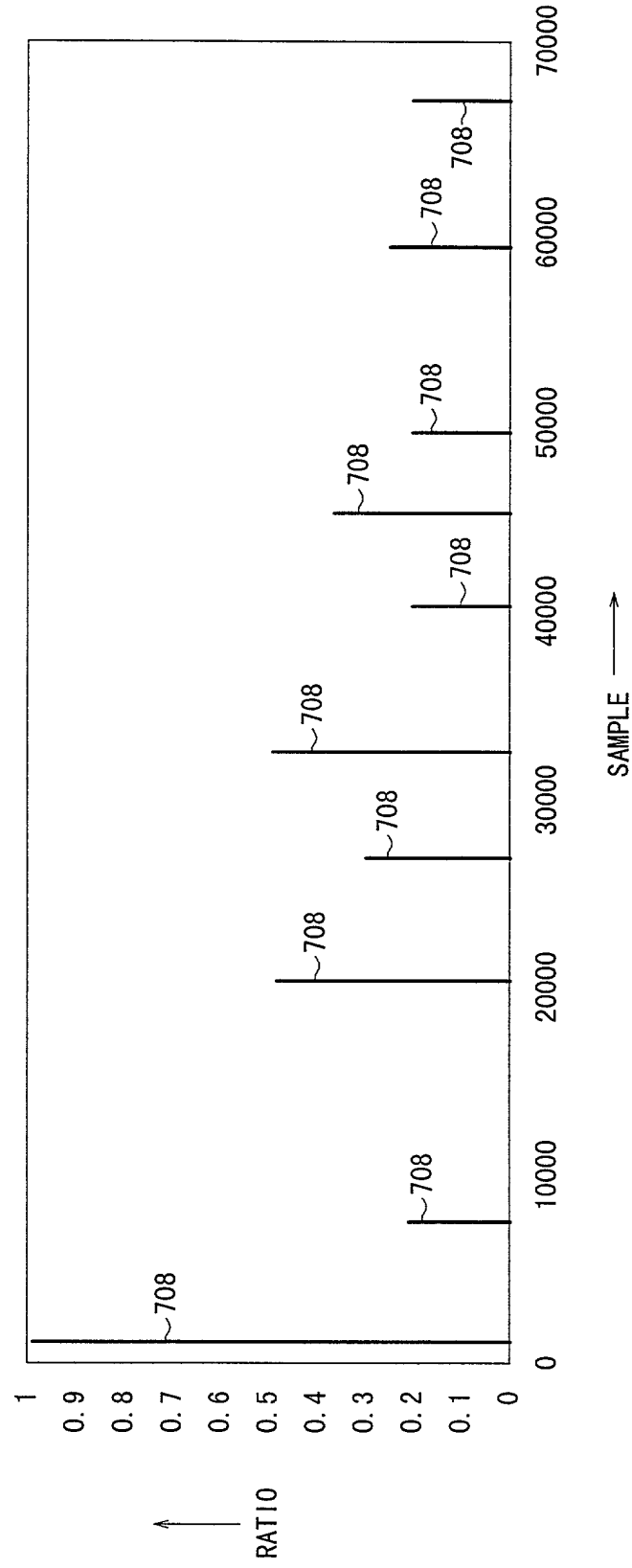


FIG. 46

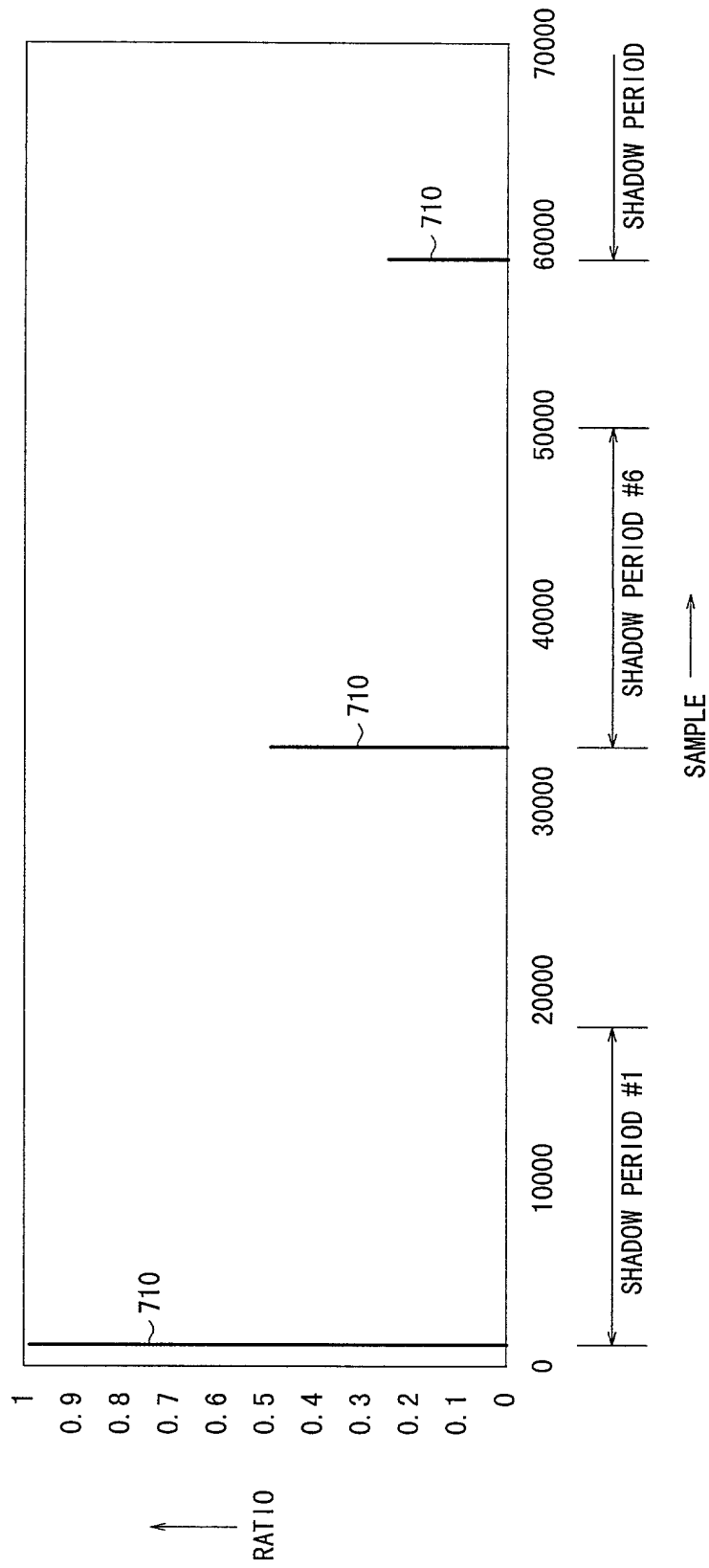


FIG. 47

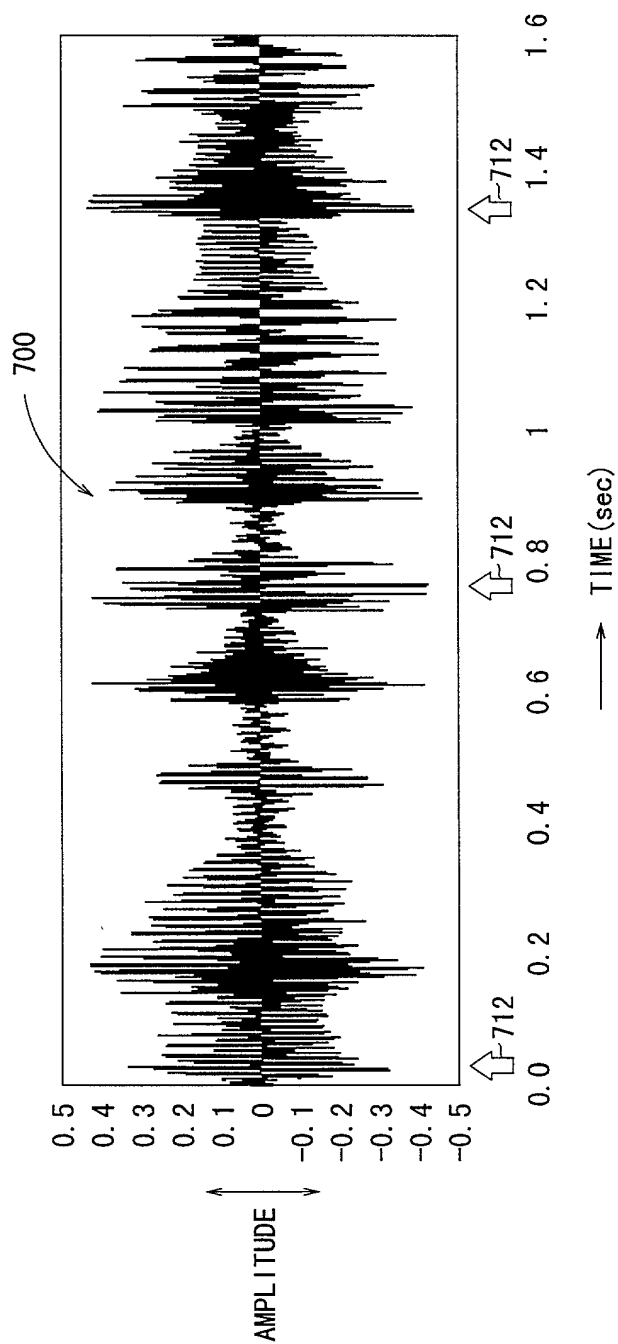


FIG. 48

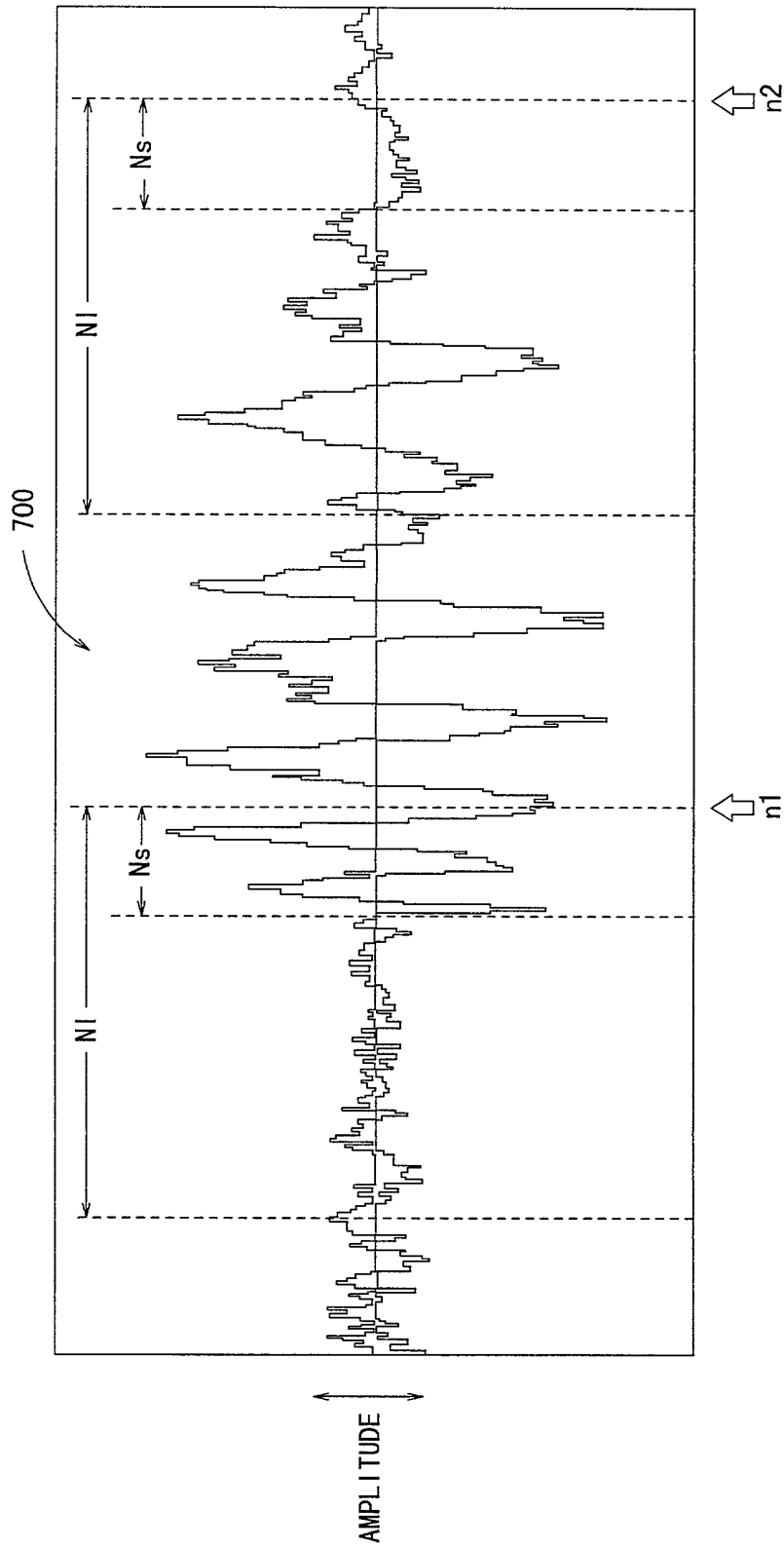


FIG. 49

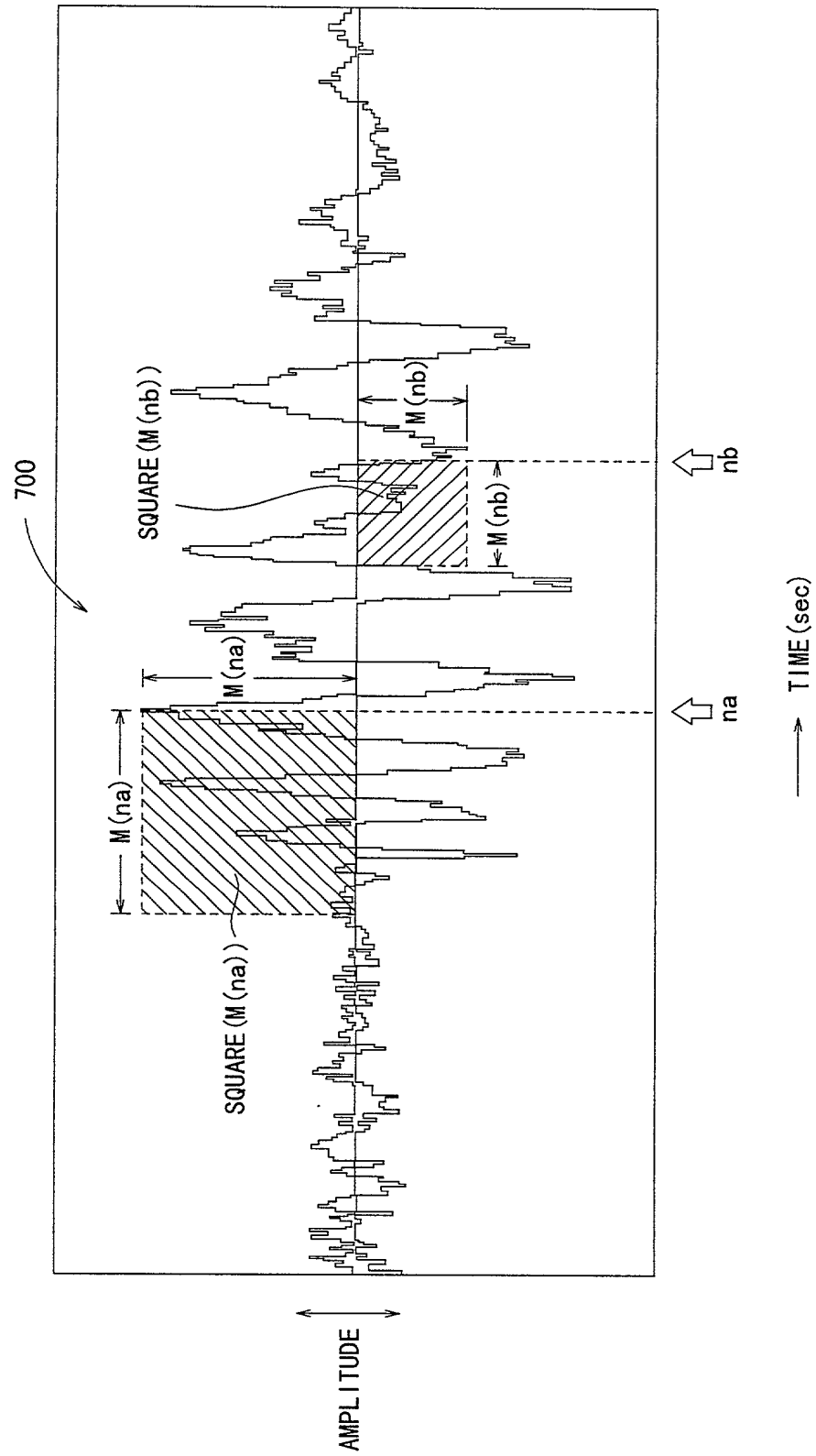


FIG. 50

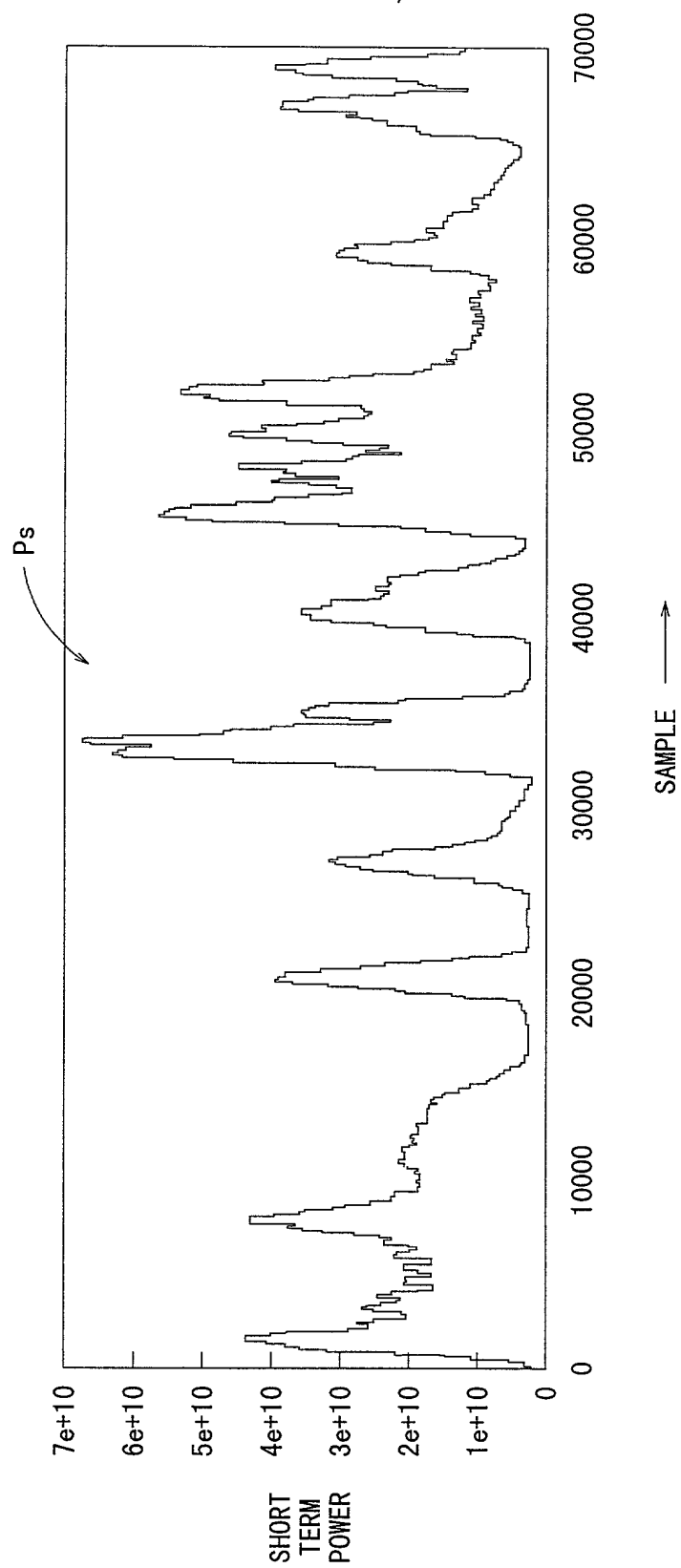


FIG. 51

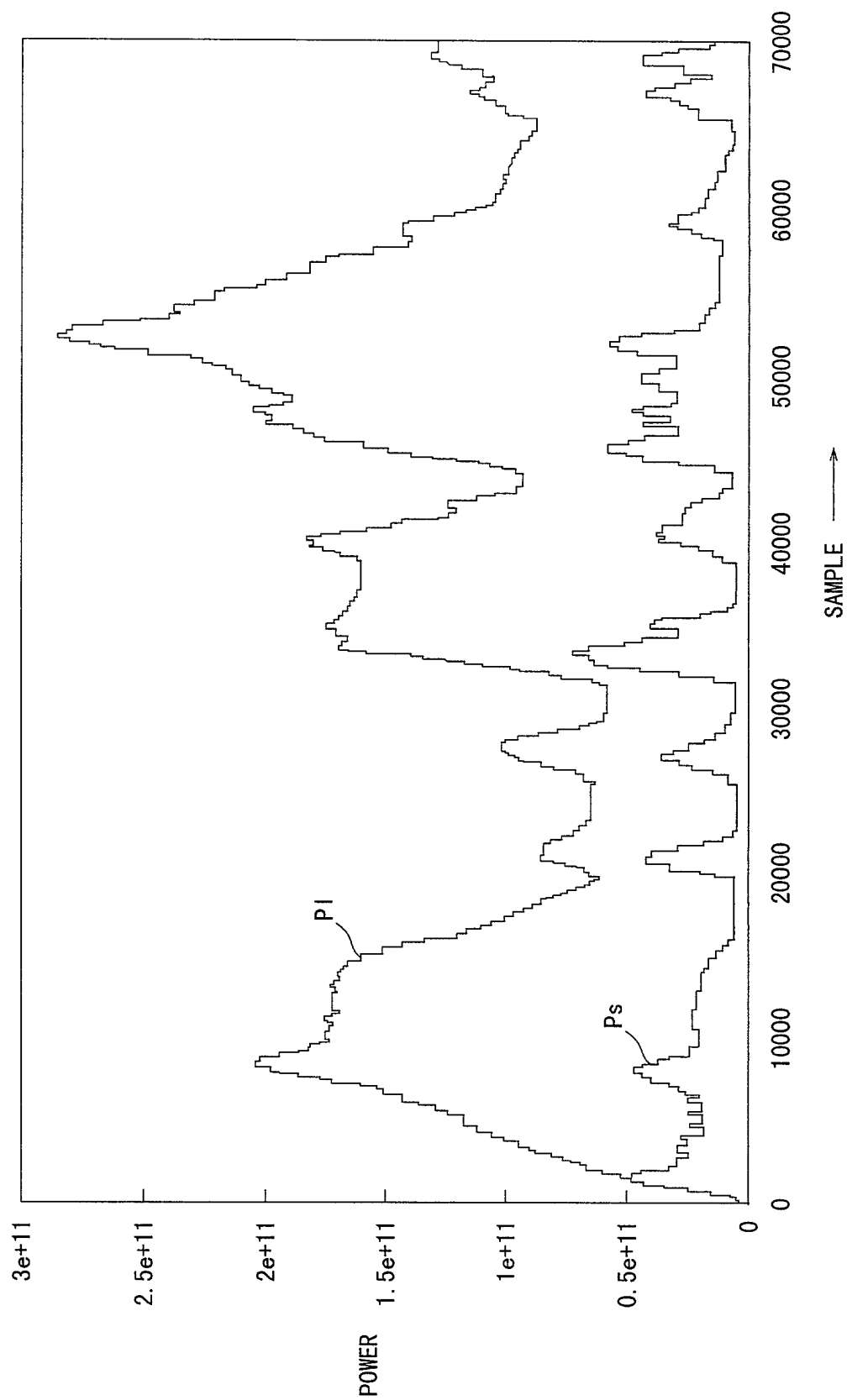


FIG. 52

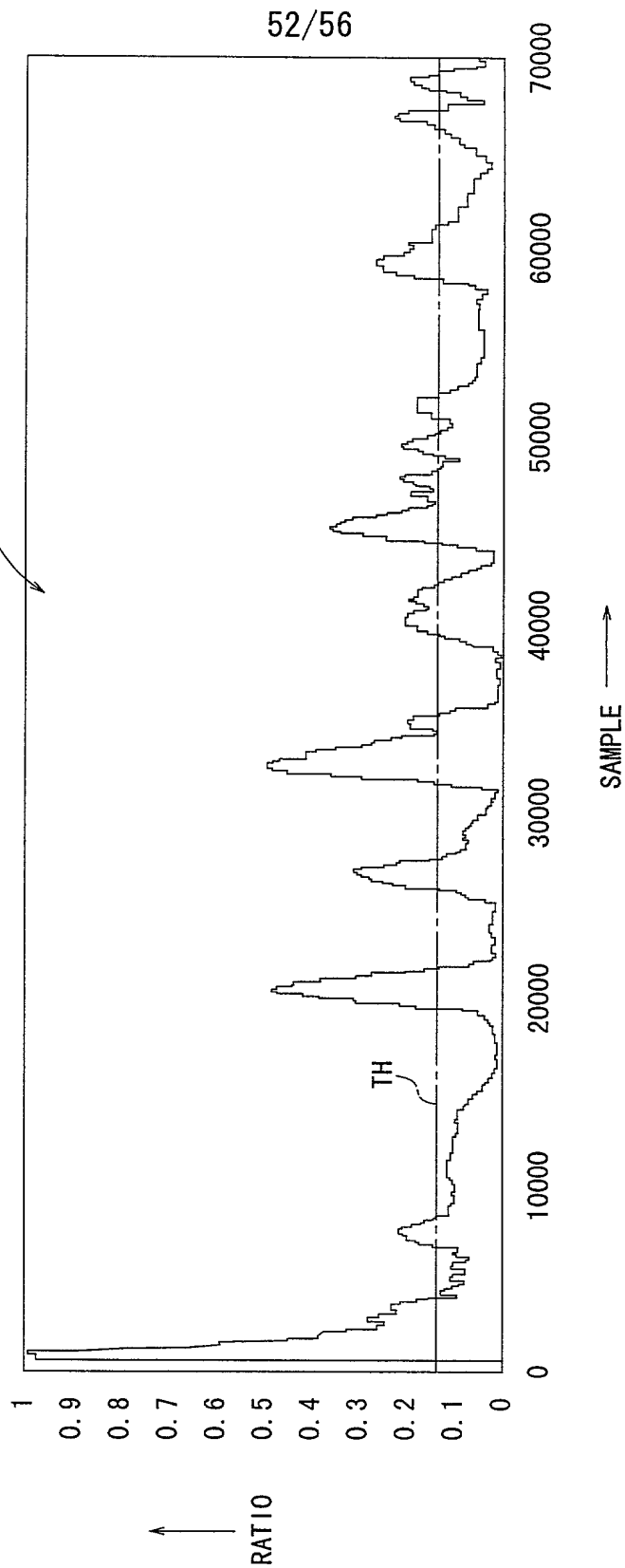


FIG. 53

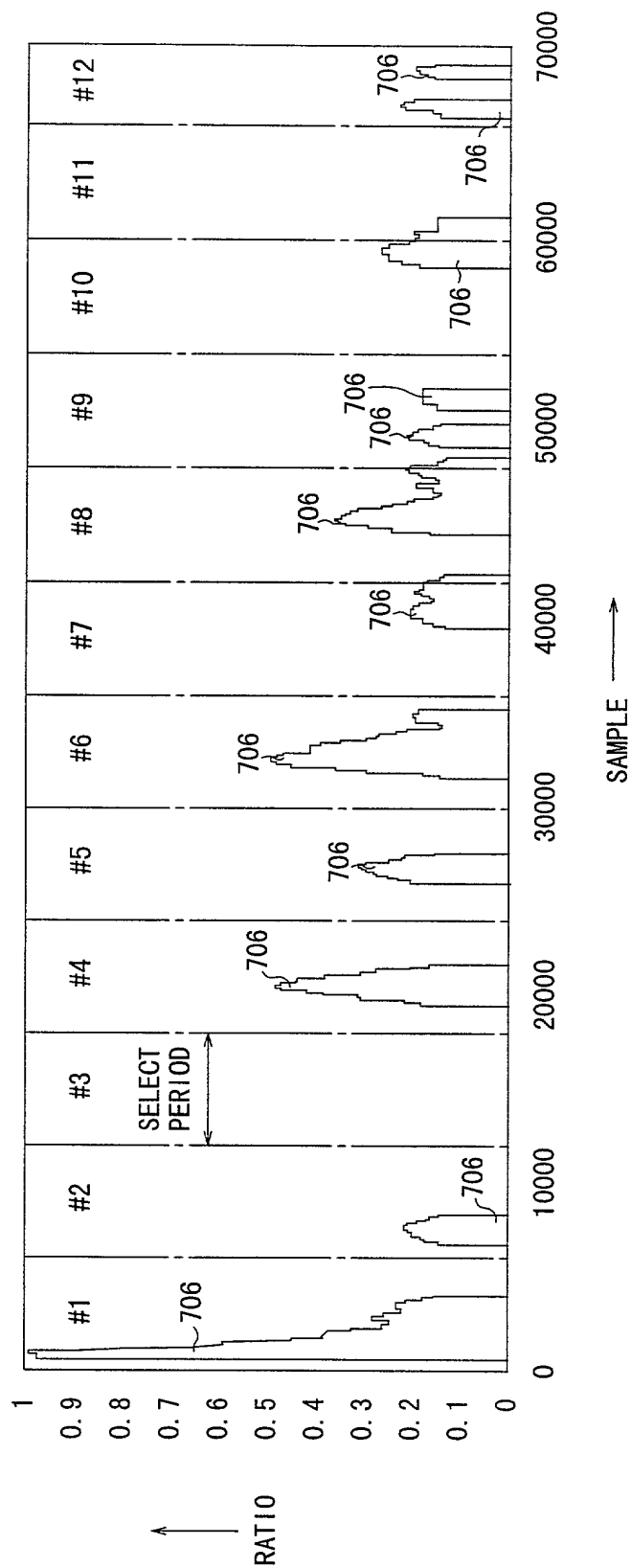


FIG. 54

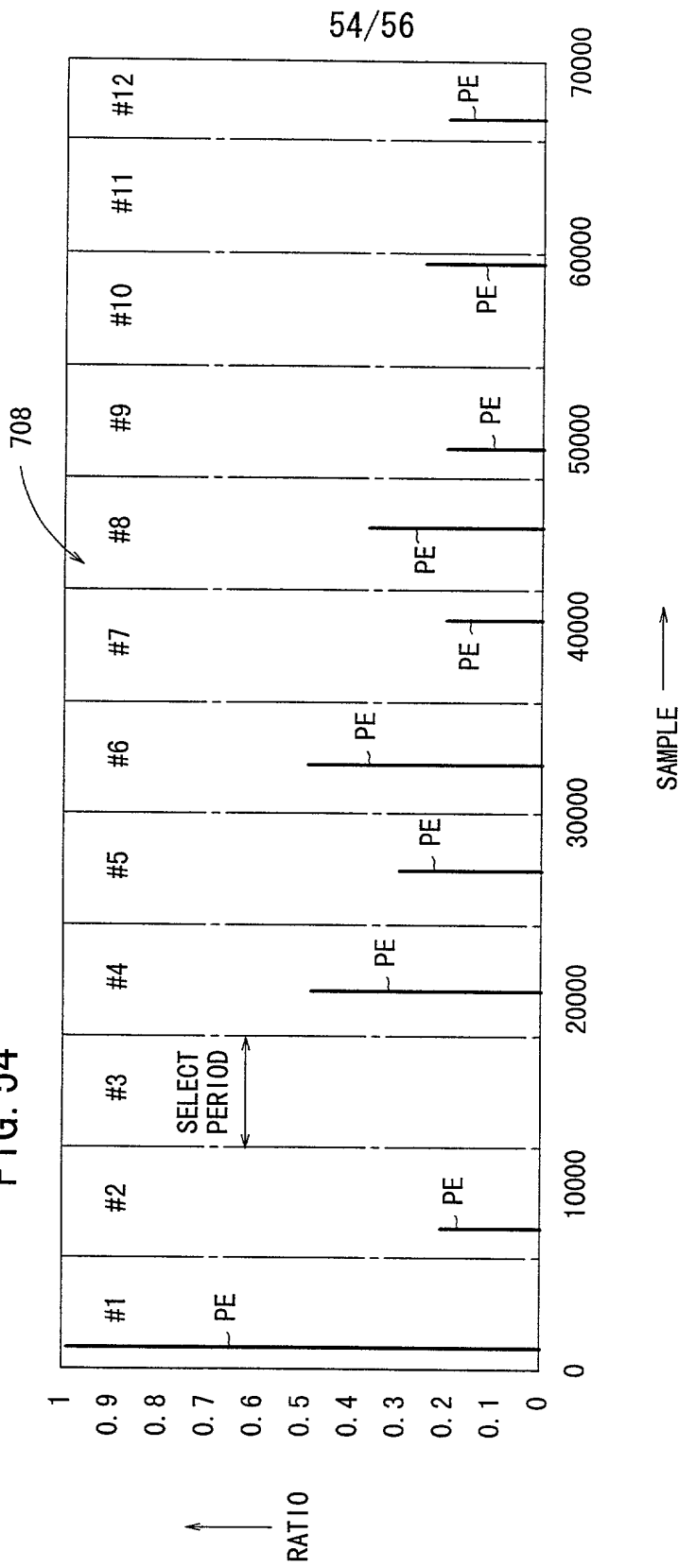


FIG. 55

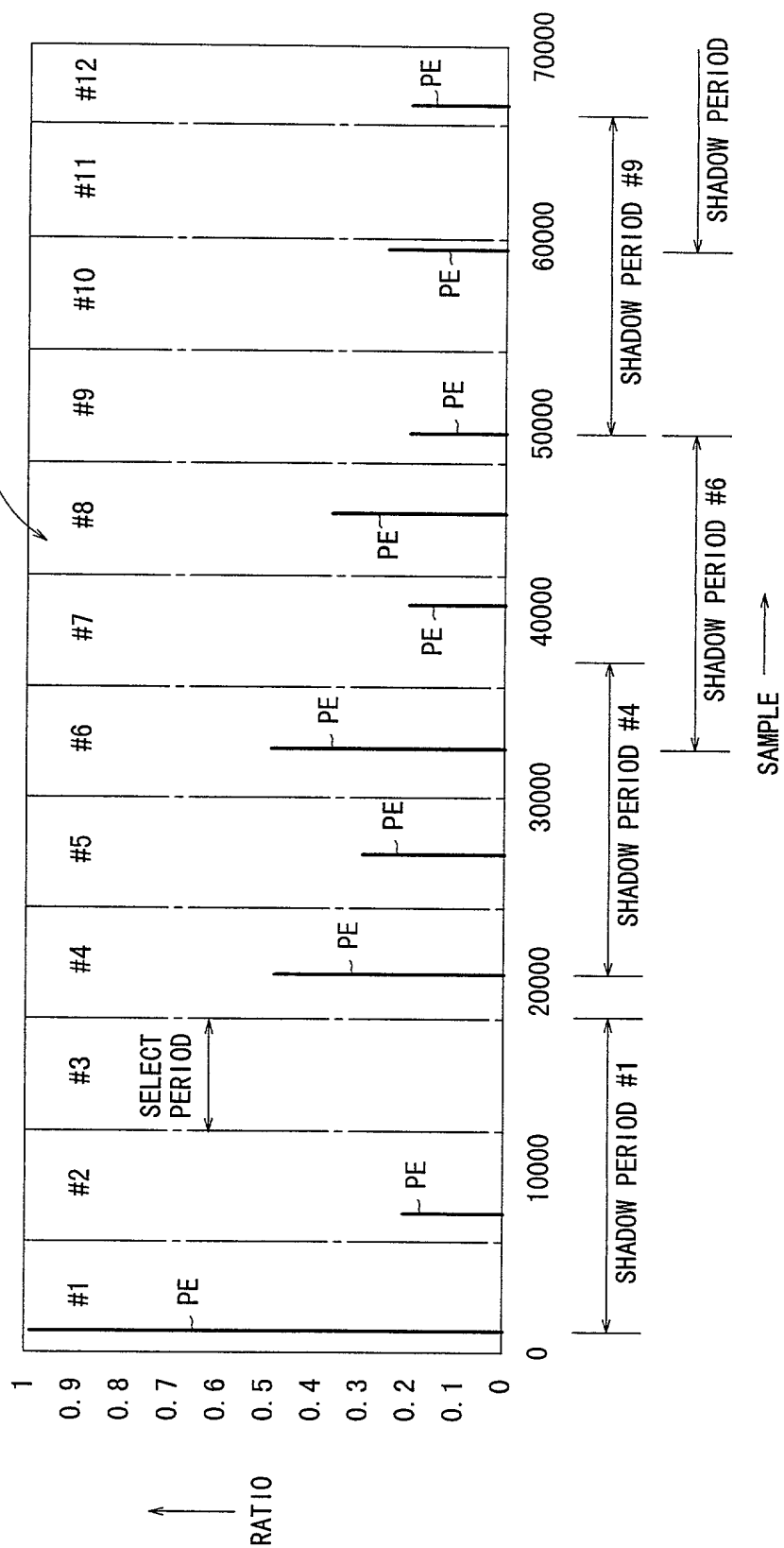


FIG. 56

